

HTML Canvas

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The HTML <canvas> element is used to draw graphics on a web page, on the fly, via scripting (usually JavaScript).

The <canvas> element is only a container for graphics. You must use a script to actually draw the graphics.

Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

Basic Example

```
<canvas id="myCanvas" width="200" height="100" style="border:1px solid #000000;"></canvas>
```

markup

Lab: canvas/basic.htm

Drawing a box with javascript

Lets draw a red color box at the top left corner of the canvas.

```
var c = document.getElementById("myCanvas");  
var ctx = c.getContext("2d");  
ctx.fillStyle = "#FF0000";  
ctx.fillRect(0,0,150,75);
```

javascript

Lab: canvas/basic2.htm

using jQuery?

Can you achieve the same result by using jQuery instead of raw javascript?

Lab: canvas/basic3.htm

Animation

Using the last sample code, can you modify it to animate the box moving to bottom right corner?

The concept is simple: - create x & y variable - clear the canvas buffer - increase the x & y variable by value of 1 every frame - draw the box with these x & y location - redraw again after x timeframe

javascript

```
...  
x++; y++;  
ctx.clearRect(0, 0, $('#myCanvas').width(), $('#myCanvas').height());  
...  
setTimeout(redraw, 20);  
..
```

Lab: canvas/animation.htm