

## **Week 8 Chapter 12 Canvas, SVG, and Drag and Drop**

### **Canvas**

- API that allows you to draw anything through Javascript.
- add canvas element to HTML
- make sure to give identifiers to grab via DOM
- width and height required
- can add a border around the element using CSS

```
<canvas id="myCanvas" class="myCanvas" width="200" height="200">
```

Text between only shows if the tag is not supported.

```
</canvas>
```

See page for more

- Coordinates are not the same as math. They start at top left corner.

### **Manipulating Video**

Book has all the code examples of how to

- Make a video Black and White like I did the photo

### **SVG**

Did some examples but preferred the canvas stuff. SVG can also make images spin and such. There is example code in the book

### **Drag and Drop**

API that allows images to be draggable in the webpage. SO COOL! As a beginner I would have ended up just copying and pasting their code with different images into my file. Chose not to just copy and paste and to just read and admire.

Set a draggable attribute, and an event listener for dragstart, add event listener for the dragover and drop events.

Draggable always has to be set to true because it's not boolean