

Graphics

Hypertext Markup Language 5 (HTML5)



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Graphics

(Hypertext Markup Language 5)

HTML5 Canvas

- The HTML canvas element is used to draw graphics on a web page
- It shows four elements :
 - Red rectangle
 - Gradient rectangle
 - Multi-color rectangle
 - Multi-color text

HTML5 Canvas

- The canvas element is only a container for graphics
- You must use JavaScript to actually draw the graphics
- The `getContext()` method returns an object that provides methods and properties for drawing on the canvas
- The `getContext("2d")` object, which can be used to draw text, lines, boxes, circles and more

Canvas Examples

- A canvas is a rectangular area on an HTML page
- By default, a canvas has no border and no content

Example :

```
<canvas id="myCanvas" width="200" height="100"></canvas>
```

Draw Line

(Example)

```
<canvas id="canvas1" width="300" height="200" style="border:1px solid #d3d3d3;">
</canvas>

<script>
var a = document.getElementById("canvas1");
var ctx = a.getContext("2d");
ctx.moveTo(0,0);
ctx.lineTo(300,200);
ctx.stroke();
</script>
```

Draw a Circle

(Example)

```
<canvas id="canvas1" width="200" height="100" style="border:1px solid #d3d3d3;">
</canvas>
<script>
var c = document.getElementById("canvas1");
var ctx = c.getContext("2d");
ctx.beginPath();
ctx.arc(95,50,40,0,2*Math.PI);
ctx.stroke();
</script>
```


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*Thank
you*