Canvas

* The HTML <canvas> element is used to draw graphics on a web page.
* 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.
* A canvas is a rectangular area on an HTML page. By default, a canvas has no border and no content.
* The getContext() is a built-in HTML object, with properties and methods for drawing
* The HTMLCanvasElement.getContext() method returns a drawing context on the canvas, or null if the context identifier is not supported.