

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

```
var canvas = document.getElementById("myCanvas");  
var ctx = canvas.getContext("2d");  
ctx.fillStyle = "#FF0000";  
ctx.fillRect(0,0,150,75);  
  
ctx.lineWidth = 4;  
ctx.moveTo(0,0);  
ctx.lineTo(200,100);  
ctx.stroke();  
  
ctx.beginPath();  
ctx.arc(95,50,40,0,2*Math.PI);  
ctx.stroke();
```

```
var grd=ctx.createLinearGradient(0,0,200,0);  
grd.addColorStop(0,"red");  
grd.addColorStop(1,"white");  
ctx.fillStyle=grd;  
ctx.fillRect(10,10,150,80);
```

```
ctx.font = "30px Arial";  
ctx.fillStyle = "red";  
ctx.textAlign = "center"  
ctx.fillText("Hello World",canvas.width/2,canvas.height/2);
```

```
var img = document.getElementById("scream");  
ctx.drawImage(img, 10, 10);
```

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

```
var canvas = document.getElementById("myCanvas");  
var ctx = canvas.getContext("2d");  
ctx.fillStyle = "#FF0000";  
ctx.fillRect(0,0,150,75);  
  
ctx.lineWidth = 4;  
ctx.moveTo(0,0);  
ctx.lineTo(200,100);  
ctx.stroke();  
  
ctx.beginPath();  
ctx.arc(95,50,40,0,2*Math.PI);  
ctx.stroke();
```

```
var grd=ctx.createLinearGradient(0,0,200,0);  
grd.addColorStop(0,"red");  
grd.addColorStop(1,"white");  
ctx.fillStyle=grd;  
ctx.fillRect(10,10,150,80);
```

```
ctx.font = "30px Arial";  
ctx.fillStyle = "red";  
ctx.textAlign = "center"  
ctx.fillText("Hello World",canvas.width/2,canvas.height/2);
```

```
var img = document.getElementById("scream");  
ctx.drawImage(img, 10, 10);
```