

```
1 // onload function
2 function main()
3 {
4     // get <canvas> element
5     var canvas = document.getElementById("AMC");
6     if(!canvas)
7         console.log("Obtaining Canvas Failed\n");
8     else
9         console.log("Obtaining Canvas Succeeded\n");
10
11     // print canvas width and height on console
12     console.log("Canvas Width : "+canvas.width+" And Canvas Height : "+canvas.height);
13
14     // get 2D context
15     var context=canvas.getContext("2d");
16     if(!context)
17         console.log("Obtaining 2D Context Failed\n");
18     else
19         console.log("Obtaining 2D Context Succeeded\n");
20
21     // fill canvas with black ccolor
22     context.fillStyle="black"; // "#000000"
23     context.fillRect(0,0,canvas.width,canvas.height);
24
25     // center the text
26     context.textAlign="center"; // center horizontally
27     context.textBaseline="middle"; // center vertically
28
29     // text
30     var str="Hello World !!!";
31
32     // text font
33     context.font="48px sans-serif";
34
35     // text color
36     context.fillStyle="white"; // "#FFFFFF"
37
38     // display the text in center
39     context.fillText(str,canvas.width/2,canvas.height/2);
40 }
41
```