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# HTML5 Canvas

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The HTML `<canvas>` element is used to draw graphics on a web page.

The graphic to the left is created with `<canvas>`. It shows four elements: a red rectangle, a gradient rectangle, a multicolor rectangle, and a multicolor text.

## What is HTML Canvas?






The HTML `<canvas>` element is used to draw graphics, on the fly, via JavaScript.

The `<canvas>` element is only a container for graphics. You must use JavaScript to actually draw the graphics.

Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

## Browser Support

The numbers in the table specify the first browser version that fully supports the `<canvas>` element.

Element					
<code>&lt;canvas&gt;</code>	4.0	9.0	2.0	3.1	9.0

## Canvas Examples

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

The markup looks like this:

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

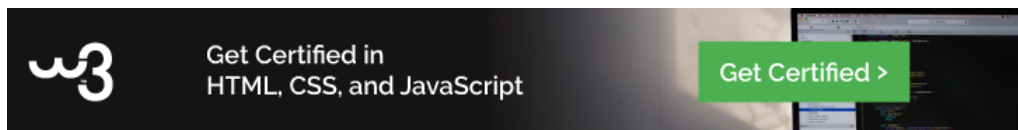
Here is an example of a basic, empty canvas:



### Example

```
<canvas id="myCanvas" width="200" height="100" style="border:1px solid #000000;">
</canvas>
```

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### Draw a Line

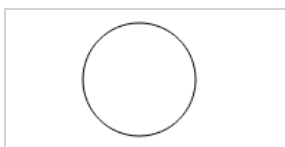


### Example

```
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.moveTo(0, 0);
ctx.lineTo(200, 100);
ctx.stroke();
```

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### Draw a Circle



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```
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.beginPath();
ctx.arc(95, 50, 40, 0, 2 * Math.PI);
ctx.stroke();
```

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## Draw a Text

Hello World

### Example

```
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.font = "30px Arial";
ctx.fillText("Hello World", 10, 50);
```

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## Stroke Text

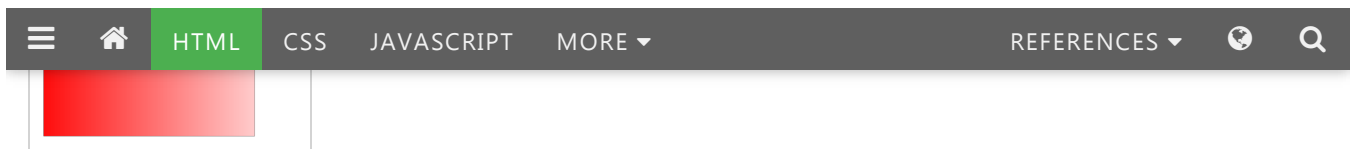
Hello World

### Example

```
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.font = "30px Arial";
ctx.strokeText("Hello World", 10, 50);
```

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## Draw Linear Gradient



## Example

```
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");

// Create gradient
var grd = ctx.createLinearGradient(0, 0, 200, 0);
grd.addColorStop(0, "red");
grd.addColorStop(1, "white");

// Fill with gradient
ctx.fillStyle = grd;
ctx.fillRect(10, 10, 150, 80);
```

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## Draw Circular Gradient



## Example

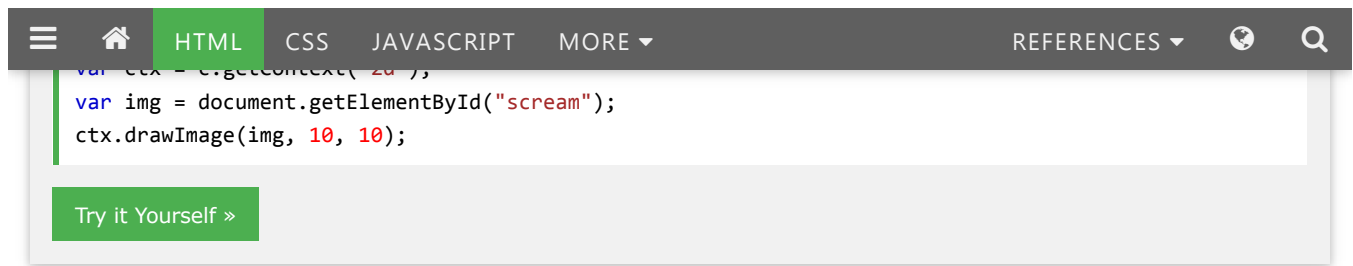
```
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");

// Create gradient
var grd = ctx.createRadialGradient(75, 50, 5, 90, 60, 100);
grd.addColorStop(0, "red");
grd.addColorStop(1, "white");

// Fill with gradient
ctx.fillStyle = grd;
ctx.fillRect(10, 10, 150, 80);
```

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## Draw Image



## HTML Canvas Tutorial

To learn all about HTML `<canvas>`, [Visit our complete HTML Canvas Tutorial](#).

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