

1 .canvas的帽子状态属性lineCap,值为三个
butt(默认, 没有帽子)

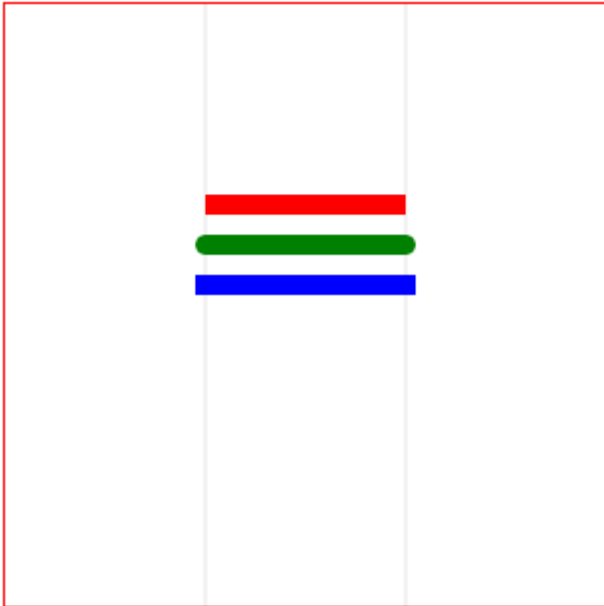
round(加一个圆帽)

square (加一个方帽)

给线段的连接点不起作用

例: context.lineCap = "butt";

例 1 : 绘制当线条效果



代码:

```
<!DOCTYPE html>
```

```
<html>
```

```
  <head>
```

```
    <meta charset="UTF-8">
```

```
    <title> </title>
```

```
    <style type="text/css">
```

```
      canvas {
```

```
        border: 1px solid red;
```

```
      }
```

```
    </style>
```

```
  </head>
```

```
  <body>
```

```
    <canvas id="myCanvas" width="300px" height="300px"> </canvas>
```

```
    <script type="text/javascript">
```

```
var canvas = document.getElementById("myCanvas");
var context = canvas.getContext("2d");
draw();
function draw() {
    drawV();
    buttDemo();
    roundDemo();
    squareDemo();
}
function drawV() {
    context.beginPath();
    context.lineWidth = 0.1;
    context.moveTo(100, 0);
    context.lineTo(100, 300);
    context.stroke();

    context.beginPath();
    context.lineWidth = 0.1;
    context.strokeStyle = "black";
    context.moveTo(200, 0);
    context.lineTo(200, 300);
    context.stroke();
}
function buttDemo() {
    context.beginPath();
    context.lineWidth = 10;
    context.strokeStyle = "red";
    context.lineCap = "butt";
    context.moveTo(100, 100);
    context.lineTo(200, 100);
    context.stroke();
}

function roundDemo() {
    context.beginPath();
```

```
context.lineWidth = 10;
context.strokeStyle = "green";
context.lineCap = "round";
context.moveTo(100, 120);
context.lineTo(200, 120);
context.stroke();
}
```

```
function squareDemo() {
    context.beginPath();
    context.lineWidth = 10;
    context.strokeStyle = "blue";
    context.lineCap = "square";
    context.moveTo(100, 140);
    context.lineTo(200, 140);
    context.stroke();
}
```

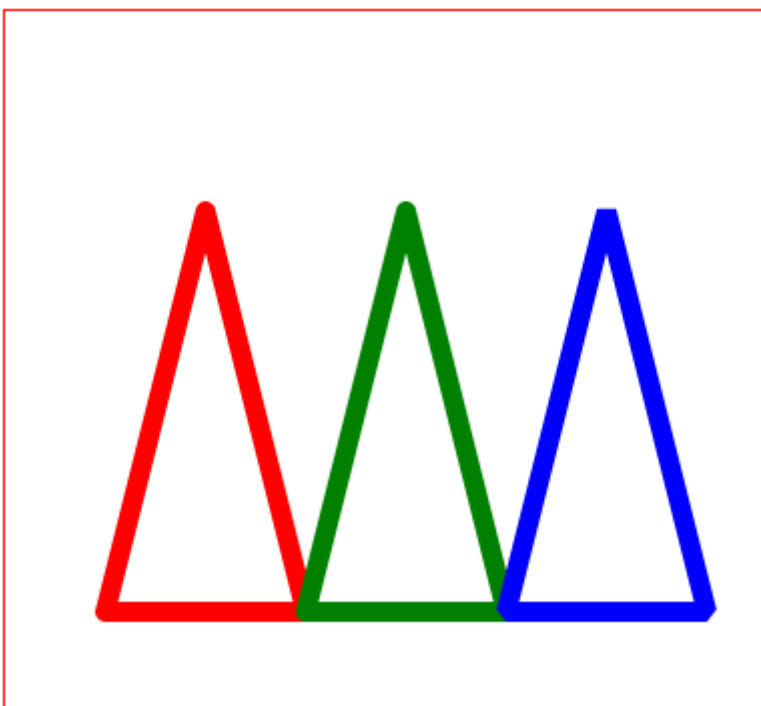
</script>

</body>

</html>

例2:绘制有线交结处效果

代码



```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8">
    <title> </title>
    <style type="text/css">
      canvas {
        border: 1px solid red;
      }
    </style>
  </head>
  <body>
    <canvas id="myCanvas" width="380px" height="350px"> </canvas>
    <script type="text/javascript">
      draw("myCanvas");
      function draw(id) {
        var canvas = document.getElementById(id);
        context = canvas.getContext("2d");
        miterDemo();
        roundDemo();
        bevelDemo();
      }

      function miterDemo() {
        context.beginPath();
        context.lineWidth = 10;
        context.strokeStyle = "red";
        context.lineJoin = "round";
        context.moveTo(50, 300);
        context.lineTo(100, 100);
        context.lineTo(150, 300);
        context.closePath();
        context.stroke();
      }
    </script>
  </body>
</html>
```

```
function roundDemo() {  
    context.beginPath();  
    context.lineWidth = 10;  
    context.strokeStyle = "green";  
    context.lineJoin = "round";  
    context.moveTo(150, 300);  
    context.lineTo(200, 100);  
    context.lineTo(250, 300);  
    context.closePath();  
    context.stroke();  
}
```

```
function bevelDemo() {  
    context.beginPath();  
    context.lineWidth = 10;  
    context.strokeStyle = "blue";  
    context.lineJoin = "bevel";  
    context.moveTo(250, 300);  
    context.lineTo(300, 100);  
    context.lineTo(350, 300);  
    context.closePath();  
    context.stroke();  
}
```

```
</script>
```

```
</body>
```

```
</html>
```