#### Canvas: The Tutorial

# So, you've been learning some JavaScript

### And you're all amazing.

# No, really. The questions are fantastic

### As is the progress

# Let's put some things into practice



<canvas id="cvs"></canvas>

### Default width: 300px

### Default height: I50px

## Real stuff happens in the 'Context'

<canvas id="cvs"></canvas>

```
var canv = document.querySelector( "#cvs" );
var context = canv.getContext( '2d' );
```

# Context is what you use for drawing

```
arc();
beginPath();
clearRect();
fill();
fillText();
lineTo();
moveTo();
stroke();
```

## All methods on context.

### Drawing Shapes

# First, draw invisible path.

### Use beginPath to start

```
var canv = document.querySelector( "#cvs" );
var context = canv.getContext( '2d' );
context.fillStyle = 'black';
context.beginPath();
var x = canv.width/2;
var y = canv.height/2;
var radius = (function(){
 var rad;
  if(x < y){
    return x;
  return y;
}());
var startDeg = 0;
var endDeg = Math.PI;
var counterClockwise = true;
context.arc( x, y, radius, startDeg, endDeg,
counterClockwise );
context.fill();
```

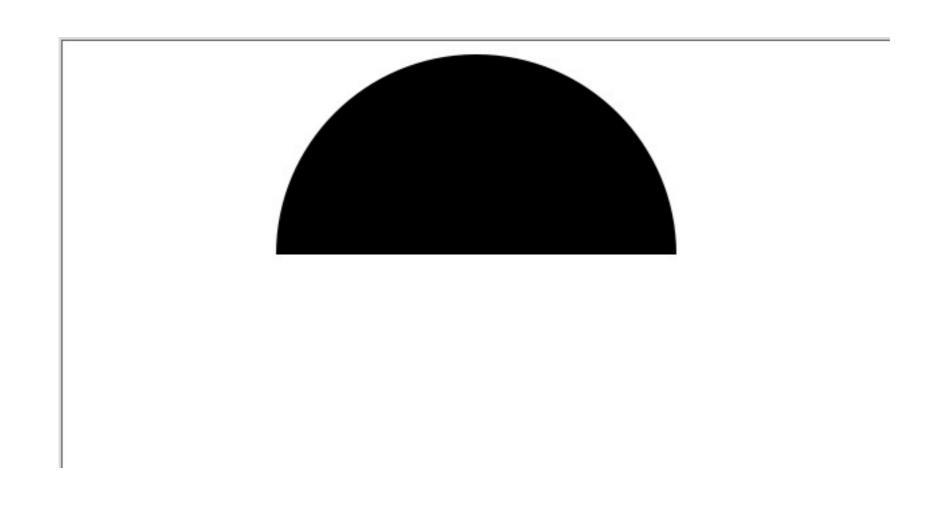


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#### then fill

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#### SEMI-CIRCLE \*guitar solo\*



### Writing some Text

```
var canvas = document.getElementById('canvas'),
    context = canvas.getContext('2d');

context.font = '38pt Arial';
context.fillStyle = 'blue';
context.strokeStyle = 'blue';
context.textAlign = "center";

context.fillText( 'Hello Ada', canvas.width/2 ,
    canvas.height/2 );
context.strokeText( 'Hello Ada', canvas.width/2,
    canvas.height/2 );
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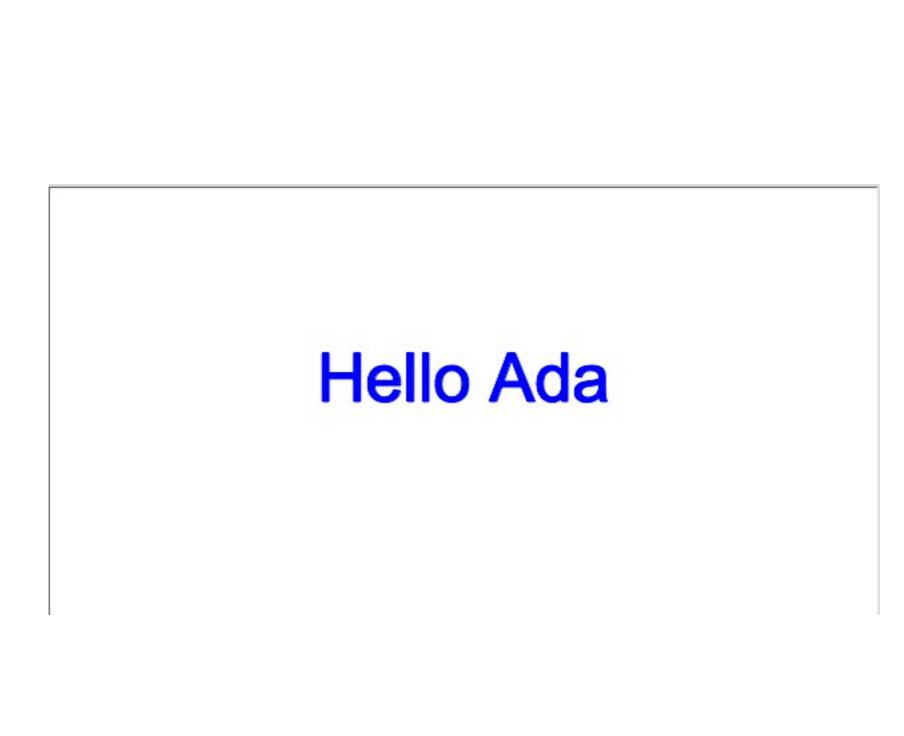
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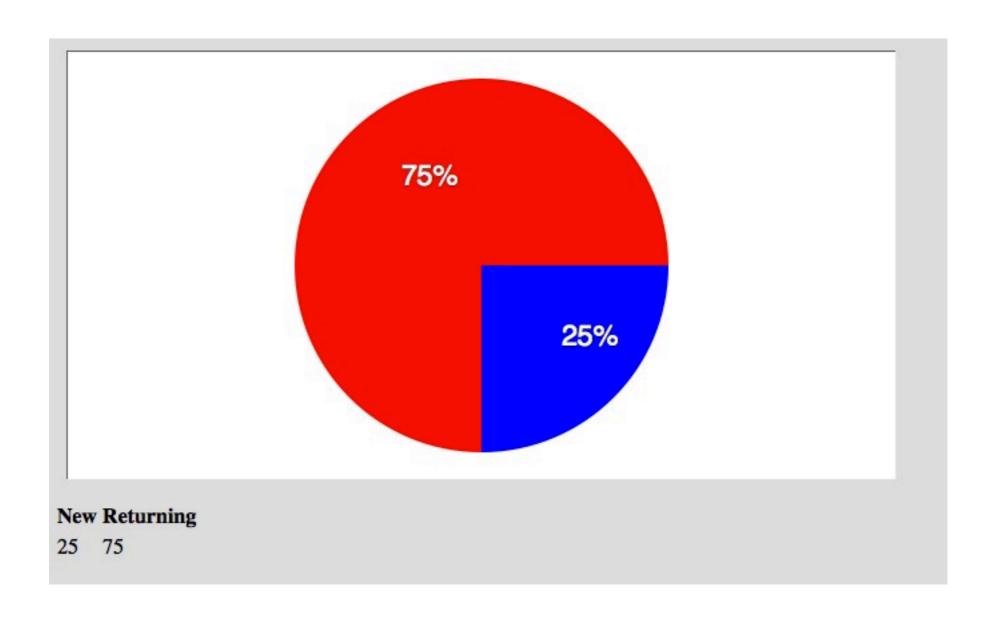
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## Combine for Maximum Levels of Useful

### example2.js!





```
(function(){
  document.addEventListener( 'DOMContentLoaded', function( e ){
    var canvas = document.getElementById( 'cvs' ),
        context = canvas.getContext( '2d' );

    context.strokeRect( canvas.width/2 - 25, canvas.height/2 - 100,
50, 200 );
    context.fillRect( canvas.width/2 - 25, canvas.height/2 - 100, 50,
200 );
});
});
}());
```