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<html>
<head>
    <title>Drawing</title>
    <style>
        *{
            box-sizing:border-box;
        }
        div,canvas{
            border:1px solid black;
        }
    </style>
</head>
    <body>

        <script type="text/javascript">
var i=0; var ab=0; var x11 = new Array(); var y11 = new Array();
//Drawing
function point_it(event)
{
    document.getElementById("count").innerHTML=i;
    var canvas = document.getElementById("line");
    var context = canvas.getContext("2d");
document.getElementById("xy").innerHTML="X is :"+event.offsetX+"Y is :"+event.offsetY;
    pos_x = event.offsetX;
    pos_y = event.offsetY;
    i++;

    x11[i]=pos_x;
    y11[i]=pos_y;

    if(!canvas.getContext){
return;

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    }

    var a = x11[i-1];
    var b = y11[i-1];

    var c = x11[i];
    var d = y11[i];

    //change the color of lines draw by defining array of colors

    var color=['#0000FF','#FF0000','#00FF00','#AA00FF','#00FFBB','#00F00F','#00F0FF'];
    ab++;

    if(ab==color.length)
        ab=0;
    context.strokeStyle = color[ab];

    context.beginPath();
    context.moveTo(a, b);
    context.lineTo(c,d);
    context.stroke();

    context.closePath();

}

</script>

<div id="pointer_div" onmousemove="point_it(event)" >
    <canvas id="line" width="800px" height="600px">
    </canvas>
<p id="count"></p>
<p id="xy"></p>
</div>

</body>

```

</html>