

Drawing with the Canvas

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Agenda

- **Drawing Rectangles and Ellipses**
- **Drawing Lines and Paths**
- **Drawing Text**
- **Drawing Images**
- **Drawing Video**

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- **Drawing Rectangles and Ellipses**
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Rectangle and Ellipse Functions

addColorStop

arc

arcTo

beginPath

bezierCurveTo

clearRect

clip

closePath

createImageData

createLinearGradient

createPattern

createRadialGradient

drawImage

fill

fillRect

fillText

getImageData

isPointInPath

lineTo

measureText

moveTo

putImageData

quadraticCurveTo

rect

restore

rotate

save

scale

setTransform

stroke

strokeRect

strokeText

toDataURL

transform

translate

Rectangle Functions

Functions:

`clearRect(x, y, w, h)`

`fillRect(x, y, w, h)`

`rect(x, y, w, h)`

`strokeRect(x, y, w, h)`

Properties:

`fillStyle, strokeStyle`

Arc/Ellipse Functions

Functions:

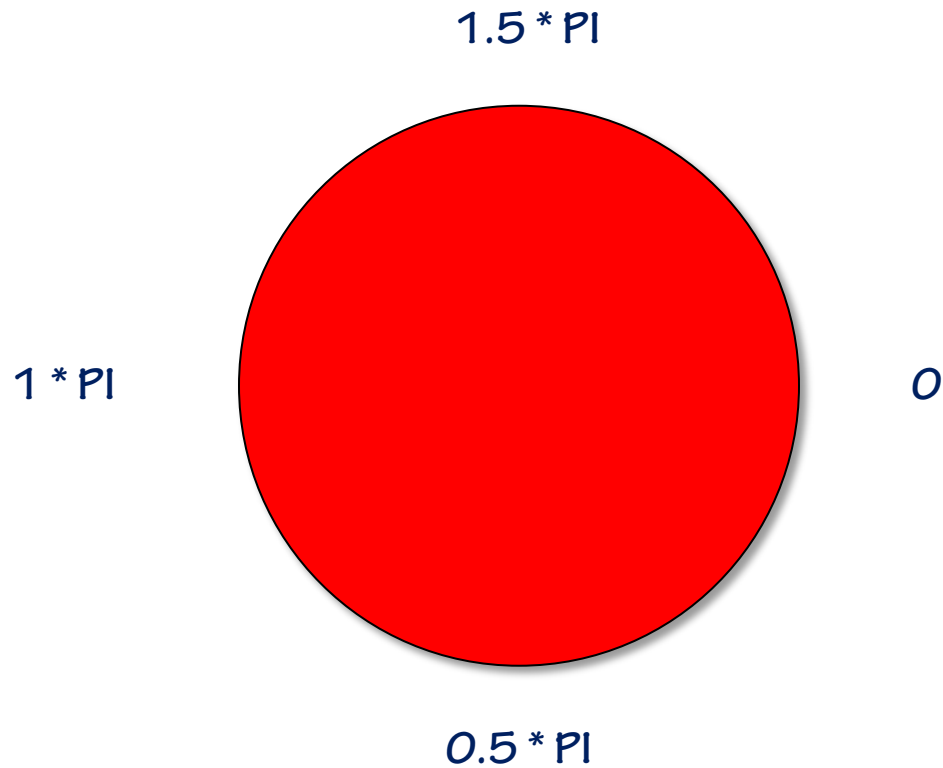
`arc(x, y, radius, startAngle, endAngle,
antiClockwise)`

`arcTo(x1, y1, x2, y2, radius)`

Properties:

`fillStyle, strokeStyle`

Understanding Start/End arc() Angles



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Line and Path Functions

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Line Functions and Properties

Functions:

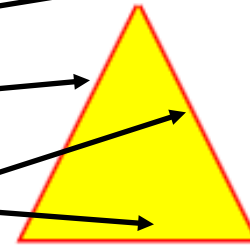
```
beginPath()  
closePath()  
lineTo(x, y)  
moveTo(x, y)  
stroke()
```

Properties:

```
lineCap, lineJoin, lineWidth, miterLimit
```

Drawing Lines Example

```
window.onload = function() {  
    var canvas = document.getElementById('canvas');  
    var ctx = canvas.getContext('2d');  
    ctx.strokeStyle = 'Red';  
    ctx.lineWidth = 3;  
    ctx.beginPath();  
    ctx.moveTo(100, 400);  
    ctx.lineTo(50, 500);  
    ctx.lineTo(150, 500);  
    ctx.lineTo(100, 400);  
    ctx.stroke();  
    ctx.fillStyle = 'Yellow';  
    ctx.fill();  
}
```



Path Functions and Properties

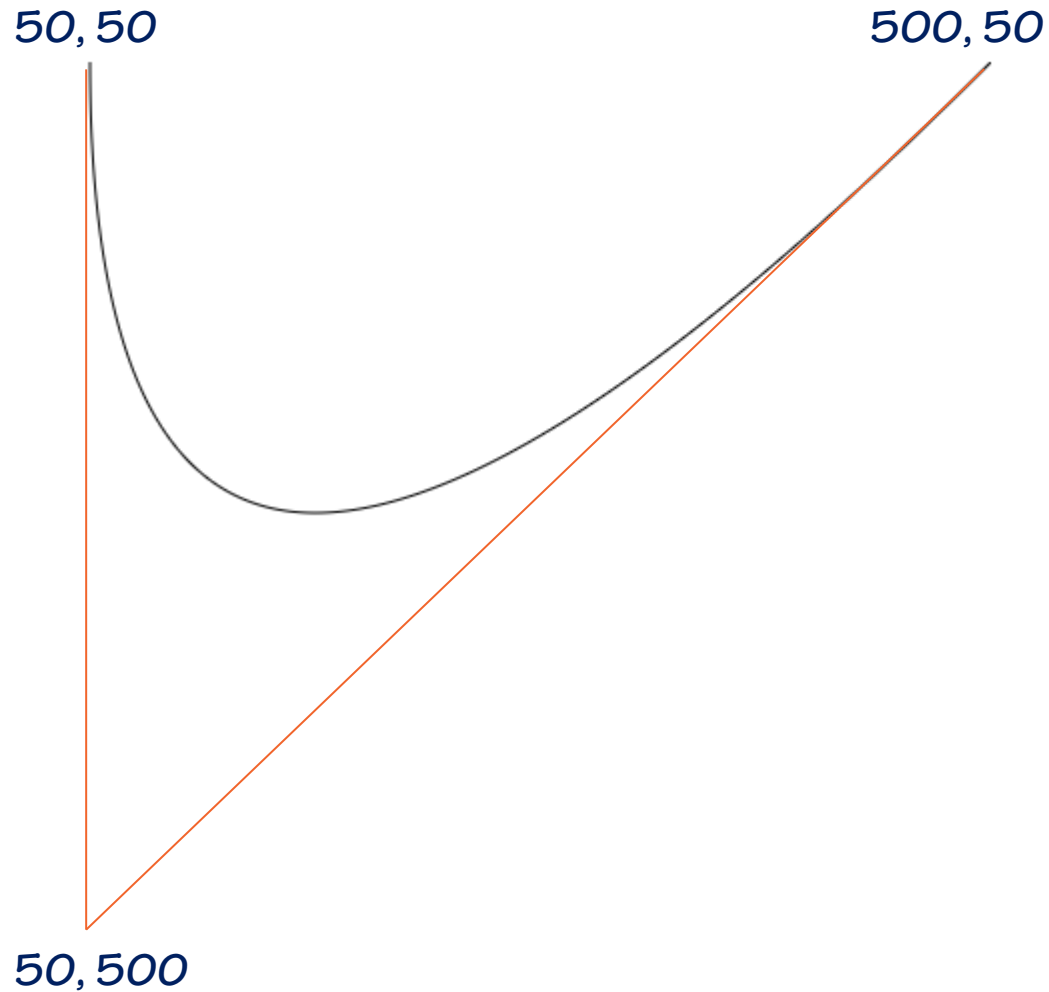
Functions:

```
beginPath()  
bezierCurveTo(cp1x, cp1y, cp2x, cp2y, x, y)  
closePath()  
moveTo(x, y)  
quadraticCurveTo(cpx, cpy, x, y);  
stroke()
```

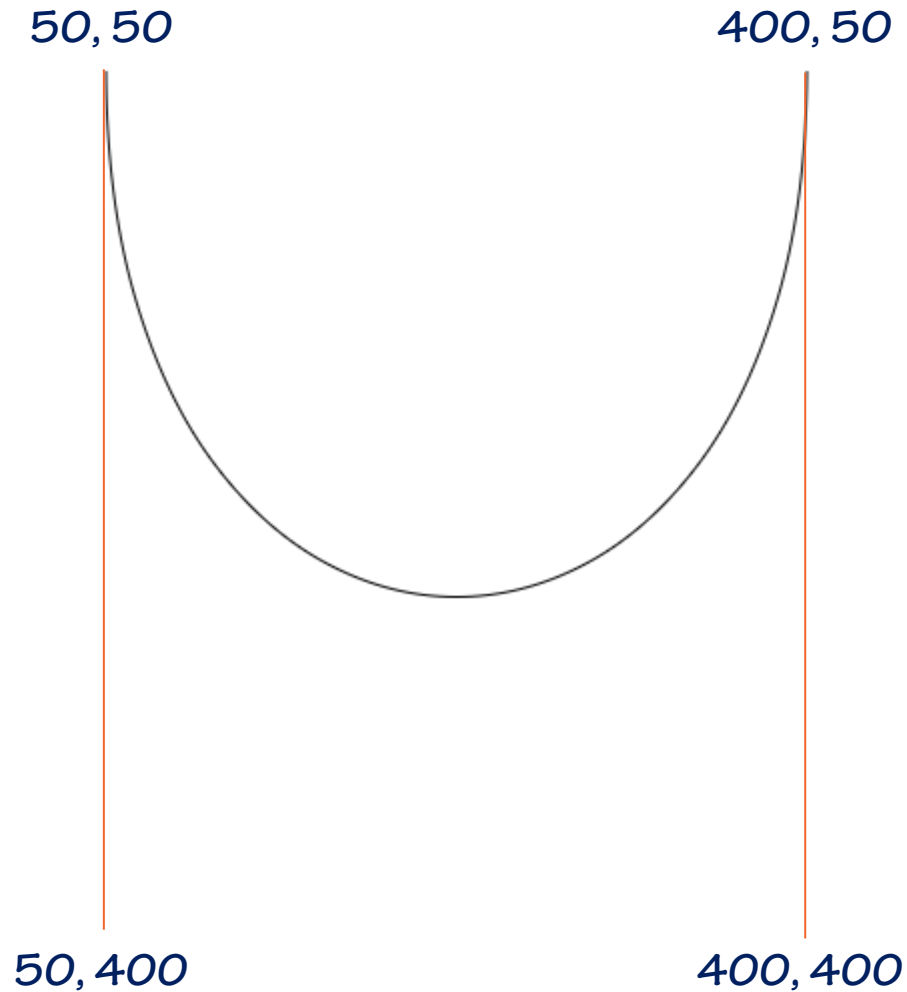
Properties:

```
lineCap, lineJoin, lineWidth, miterLimit
```

Understanding Quadratic Curves



Understanding Bezier Curves



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- **Drawing Text**
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Text Functions and Properties

Functions:

`fillText(text, x, y, maxWidth)`

`measureText(text).width`

`strokeText(text, x, y, maxWidth)`

Properties:

`font, textAlign, textBaseline`

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Image Functions and Properties

Functions:

`createPattern(obj, pattern)`

`drawImage(img, destX, destY,
destWidth, destHeight);`

`toDataURL()`

createPattern Options

createPattern(obj, pattern)

Pattern parameter options:

- repeat-x
- repeat-y
- repeat
- no-repeat

Agenda

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Video Functions

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VideoFunctions

Functions:

```
drawImage(video, x, y, width, height);
```


Summary

- **The HTML5 canvas API can be used to draw a variety of items:**
 - Rectangles and Ellipses
 - Lines and Curves
 - Text
 - Images
 - Video
- **Properties can be used to control color, line width, font, and more**