**For Line Drawing**

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

**For Circle Drawing**

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

**For Text**

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

**Stroke Text**

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

**For Rectangle**

var canvas = document.getElementById('canvas');

if (canvas.getContext) {

var ctx = canvas.getContext('2d');

ctx.fillRect(25, 25, 100, 100);

ctx.clearRect(45, 45, 60, 60);

ctx.strokeRect(50, 50, 50, 50);

}

**For Creating Path**

var canvas = document.getElementById('canvas');

var ctx = canvas.getContext('2d');

ctx.beginPath();

ctx.moveTo(75, 50);

ctx.lineTo(100, 75);

ctx.lineTo(100, 25);

ctx.fill();