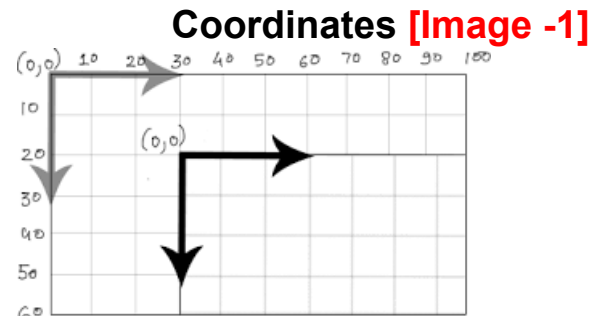


## CODE DIAGRAM\_C87

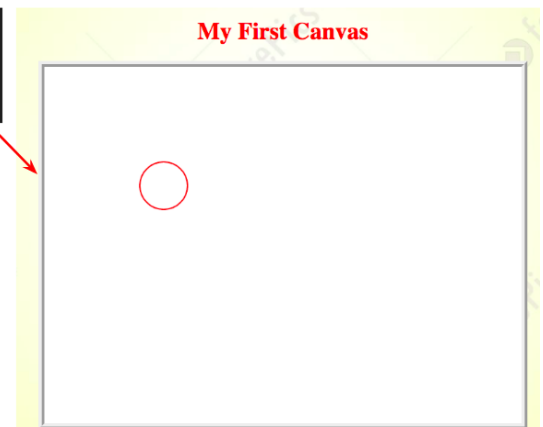
Updated automatically every 5 minutes

**HTML code fo canvas -**

```
<body class="body_background">
<center>
  <h1>My First Canvas</h1>
  <canvas id="myCanvas" width="800" height="600">
  </canvas>
  <br>
```

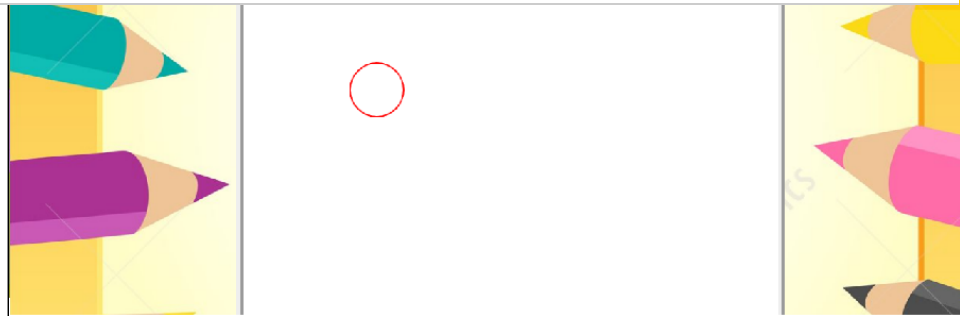
**Output -**

```
<center>
  <h1>My First Canvas</h1>
  <canvas id="myCanvas" width="800" height="600">
  </canvas>
  <br>
```

**Style background of the web page**

## CODE DIAGRAM\_C87

Updated automatically every 5 minutes



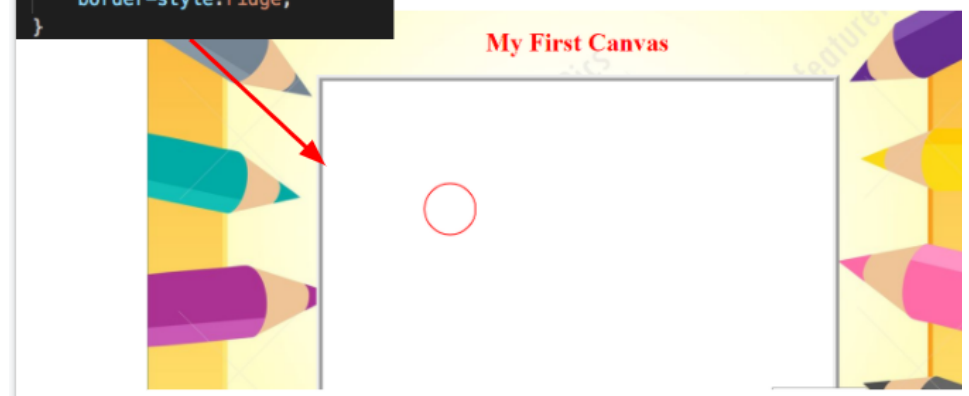
## Style h1

```
h1
{
  color: red;
  font-size: 40px;
}
```



## Style canvas

```
#myCanvas
{
  border-width: 10px;
  background-color: white;
  border-style: ridge;
}
```



## JS Code

Storing HTML Canvas element in variable

## CODE DIAGRAM\_C87

Updated automatically every 5 minutes

```
//Workable Code
canvas.getContext("2d").beginPath();
canvas.getContext("2d").strokeStyle =
color;
canvas.getContext("2d").lineWidth = 2;
canvas.getContext("2d").arc(200, 200,
40 ,0 , 2*Math.PI);
canvas.getContext("2d").stroke();
```

The above code will work but we moving to professional coding so we will use the following code

```
ctx= canvas.getContext("2d");
```

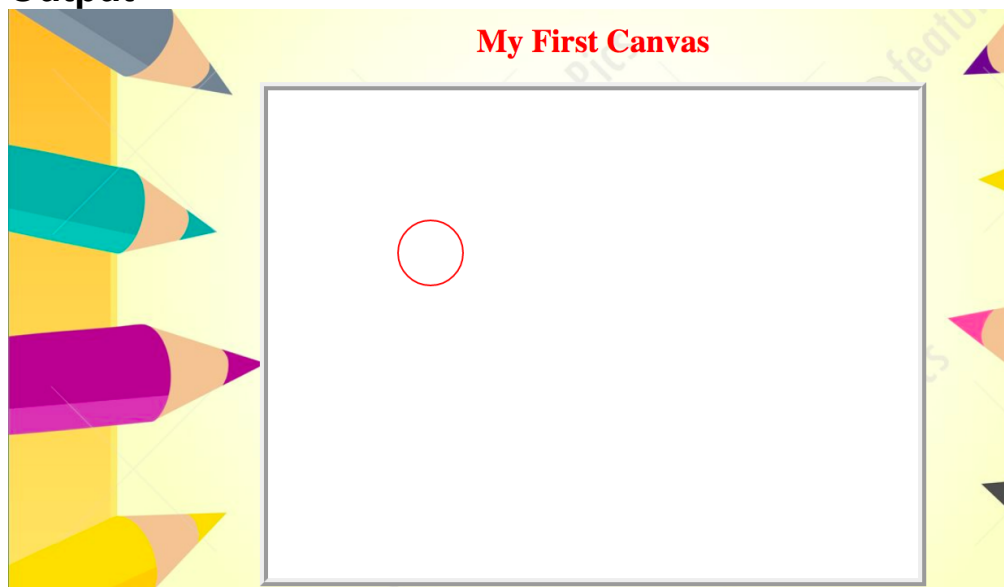
```
ctx.beginPath();
ctx.strokeStyle = color;
ctx.lineWidth = 2;
ctx.arc(200, 200, 40 ,0 , 2 * Math.PI);
ctx.stroke();
```

So as a result of professional coding we have reduced the line of the code.

## Predefine circle code [Image -2]

```
ctx.beginPath();
ctx.strokeStyle = color;
ctx.lineWidth = 2;
ctx.arc([200, 200, 40 ,0] , 2 * Math.PI);
ctx.stroke();
```

## Output



## CODE DIAGRAM\_C87

Updated automatically every 5 minutes

```

{
    //taking color from input box
    //additional activity start
    color = document.getElementById("color").value;
    console.log(color);
    //addition activity ends

    mouse_x = e.clientX - canvas.offsetLeft;
    mouse_y = e.clientY - canvas.offsetTop;

    console.log("X = " + mouse_x + " ,Y = " + mouse_y);
    circle(mouse_x , mouse_y);
}

```

Output of -

```
console.log("X = " + mouse_x + " ,Y = " + mouse_y);
```

X = 273 ,Y = 184	<a href="#">main.js:26</a>
	<a href="#">main.js:20</a>
X = 631 ,Y = 278	<a href="#">main.js:26</a>

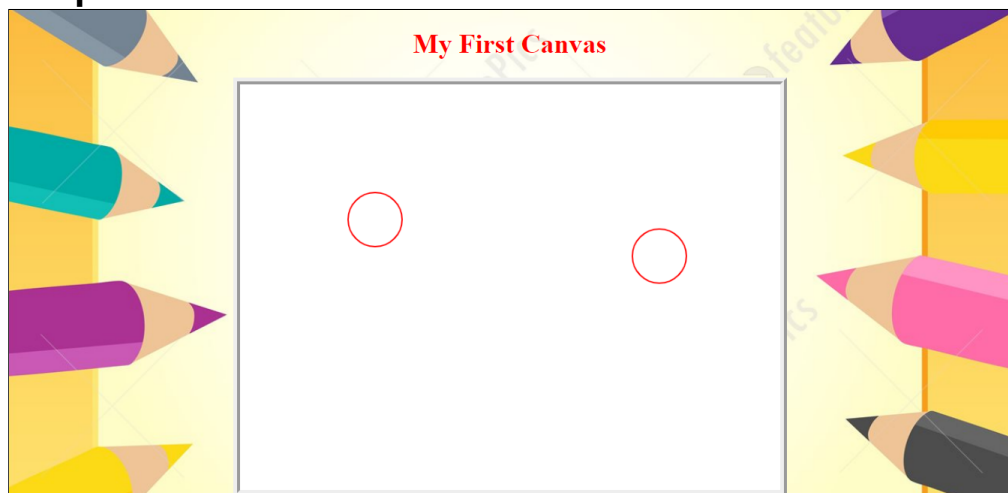
Circle code -

```

function circle(mouse_x , mouse_y)
{
    ctx.beginPath();
    ctx.strokeStyle = color;
    ctx.lineWidth = 2;
    ctx.arc(mouse_x, mouse_y, 40 ,0 , 2*Math.PI);
    ctx.stroke();
}

```

Output



 Published using Google Docs

[Learn More](#)

[Report Abuse](#)

CODE DIAGRAM\_C87

Updated automatically every 5 minutes