

Conclusion

The thing that confused me when working with the `canvas` is that `beginPath` is the only thing you need to signal your intent to draw a new shape. For every new shape you want to draw, just call `beginPath`. Any stroke, fill, or draw-related properties you set earlier stay with the earlier shape. Nothing gets carried over to your new shape. This confusion was compounded every time I saw the `closePath` method. As we saw in the previous tutorial, all `closePath` does is draw a line from where you are now to your shape's starting point. You don't have to specify it if you are going to manually close the shape using `lineTo`, and you certainly don't need to pair it with `beginPath` to signal the closing of your shape.