Summary

WE'LL COVER THE FOLLOWING ∧

- When I Use a Canvas
- When I Use the DOM

Understanding the retained mode and immediate mode differences makes it much easier to sympathize with the DOM on certain things and with the `canvas` on others. By now, hopefully you have a good idea of when to use one over the other. In case it helps, here is my short list on when I use `canvas` and when I use the DOM.

When I Use a Canvas

- Complex visualizations
- Animations involving content that nobody needs to interact with (example)
- Pixel manipulation (example)

When I Use the DOM

This is pretty simple. I use the DOM for everything else that I don't use a `canvas` for. The `canvas` has very limited uses for the kinds of things that I do.