# Canvas

# Overview

- The Canvas element allows us to draw 2D graphics on our web page.

- The Canvas is a rectangular area we control each and every pixel of it.

- Drawing on the Canvas is done using JavaScript.

# Creating Canvas

- We create a new canvas using the <canvas> HTML 5.0 element.

```
...
<canvas id="myCanvas" width="200" height="100"></canvas>
...
```

# Drawing on Canvas

- Once the Canvas was created we can draw various graphics by calling various JavaScript methods on its context.

```
...
<canvas id="my_canvas" width="800" height="600">
</canvas>
...
<script type="text/javascript">
    var c=document.getElementById("my_canvas");
    var context=c.getContext("2d");
    context.fillStyle="#FFAA00";
    context.fillRect(0,0,120,80);
</script>

...
```

# Drawing on Canvas

```html
<html>
    <head>
        <title>Canvas Demo</title>
    </head>
    <body>
        <canvas id="my_canvas" width="800" height="600">
        </canvas>
        <script type="text/javascript">
            var c=document.getElementById("my_canvas");
            var context=c.getContext("2d");
            context.fillStyle="#FFAA00";
            context.fillRect(0,0,120,80);
        </script>
    </body>
</html>
```

# Drawing on Canvas