

JavaScript Drawing

Line, Rectangle, dot, circle

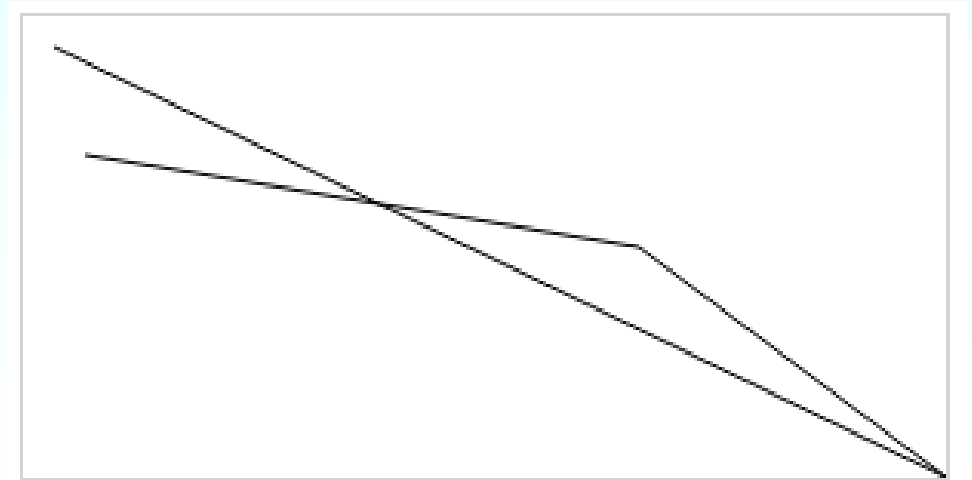
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BSc, MSc

JavaScript Draw line

```
<!DOCTYPE html>
<html><head><title> title of the page</title></head>
<body>
<canvas id="myCanvas" width="300" height="150" style="border:1px
  solid #d3d3d3;">
Your browser does not support the HTML5 canvas tag.</canvas>
<script>
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.beginPath();

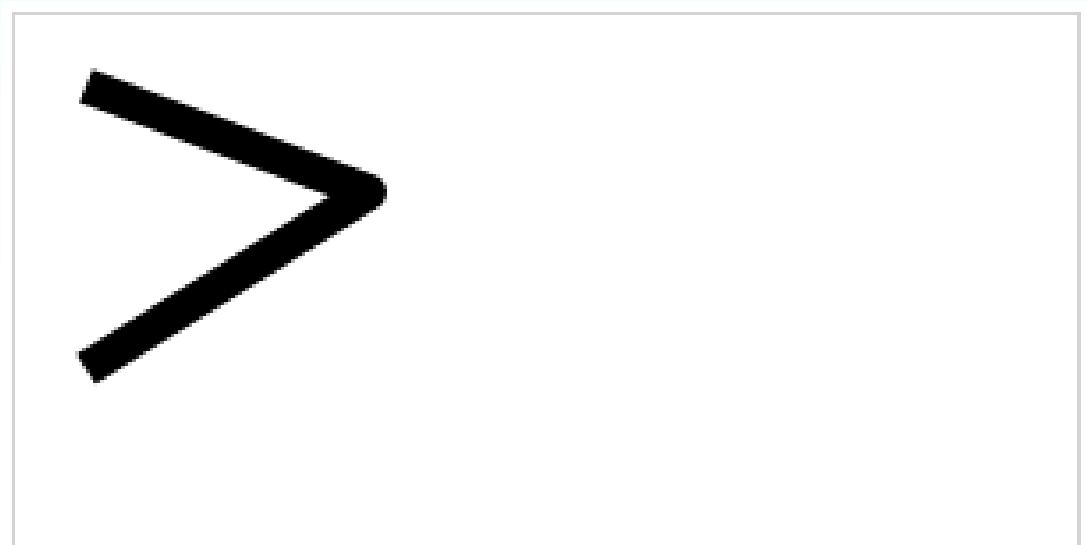
ctx.moveTo(10, 10);
ctx.lineTo(300, 150);
ctx.lineTo(200, 75);
ctx.lineTo(20, 45);

ctx.stroke();
</script>
</body>
</html>
```



JavaScript Rounded Corner

```
<!DOCTYPE html>
<html><head><title> title of the page</title></head>
<body>
<canvas id="myCanvas" width="300" height="150" style="border:1px
  solid #d3d3d3;">
Your browser does not support the HTML5 canvas tag.</canvas>
<script>
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.beginPath();
ctx.lineWidth = 10;
ctx.lineJoin = "round";
ctx.moveTo(20, 20);
ctx.lineTo(100, 50);
ctx.lineTo(20, 100);
ctx.stroke();
</script>
</body>
</html>
```



JavaScript Rectangle

```
<!DOCTYPE html>
<html><head><title> title of the page</title></head>
<body>
<canvas id="myCanvas" width="300" height="150" style="border:1px
  solid #d3d3d3;">
Your browser does not support the HTML5 canvas tag.</canvas>
<script>
var c=document.getElementById("myCanvas");
var ctx=c.getContext("2d");
ctx.beginPath();

ctx.rect(20,20,150,100);
ctx.stroke();
</script>
</body>
</html>
```



JavaScript Rectangle fill

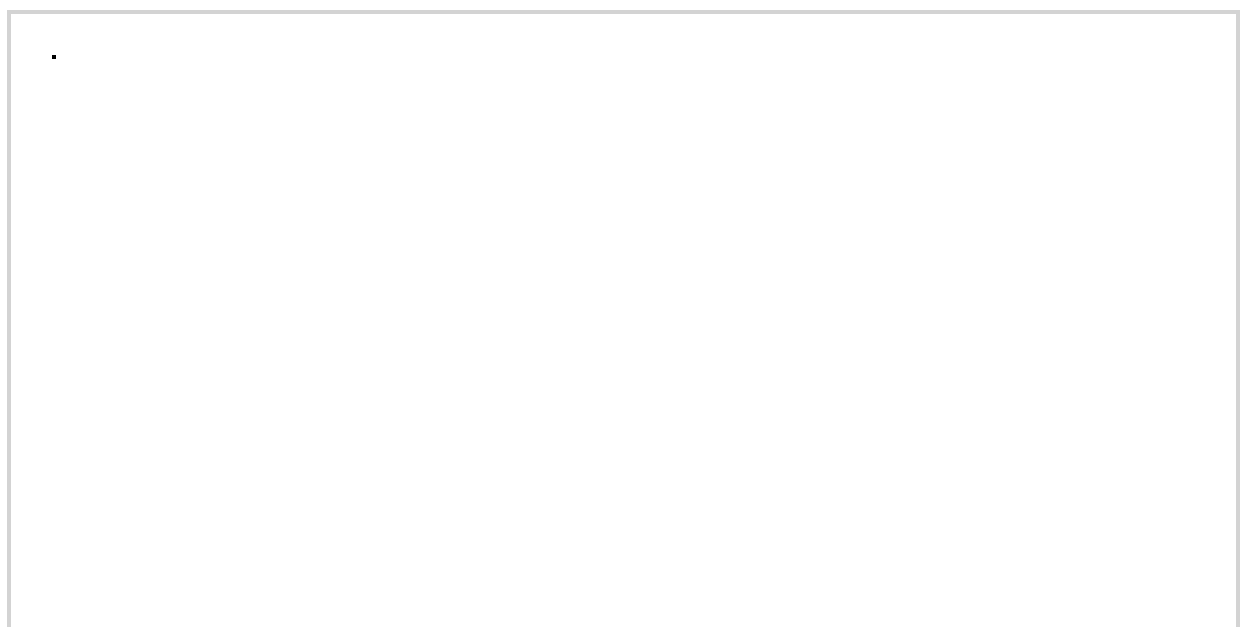
```
<!DOCTYPE html>
<html><head><title> title of the page</title></head>
<body>
<canvas id="myCanvas" width="300" height="150" style="border:1px solid
  #d3d3d3;">
Your browser does not support the HTML5 canvas tag.</canvas>
<script>
var c=document.getElementById("myCanvas");
var ctx=c.getContext("2d");
ctx.beginPath();
ctx.shadowBlur=20;
ctx.shadowColor="black";
ctx.fillStyle="red";
ctx.fillRect(20,20,100,80);
ctx.stroke();
</script>
</body>
</html>
```



JavaScript plot a dot .

```
<!DOCTYPE html>
<html><head><title> title of the page</title></head>
<body>
<canvas id="myCanvas" width="300" height="150" style="border:1px solid
  #d3d3d3;">
Your browser does not support the HTML5 canvas tag.</canvas>
<script>
var c=document.getElementById("myCanvas");
var ctx=c.getContext("2d");
ctx.beginPath();

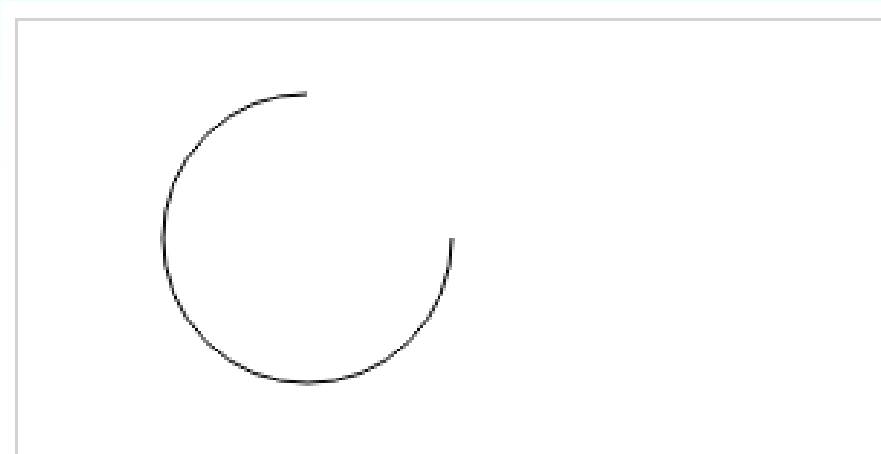
ctx.fillRect(10,10,1,1);
ctx.stroke();
</script>
</body>
</html>
```



JavaScript circle

```
<!DOCTYPE html>
<html><head><title> title of the page</title></head>
<body>
<canvas id="myCanvas" width="300" height="150" style="border:1px solid
  #d3d3d3;">
Your browser does not support the HTML5 canvas tag.</canvas>
<script>
var c=document.getElementById("myCanvas");
var ctx=c.getContext("2d");
ctx.beginPath();

ctx.arc(100,75,50,0*Math.PI,1.5*Math.PI)
ctx.stroke();
</script>
</body>
</html>
```



Refer

http://www.w3schools.com/html/html5_canvas.asp

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