

Draw on the Canvas With JavaScript

- **Step 2: Create a Drawing Object**

- Secondly, you need a drawing object for the canvas.

- The `getContext()` is a built-in HTML object, with properties and methods for drawing:

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

- **Step 3: Draw on the Canvas**

- Finally, you can draw on the canvas.

- Set the fill style of the drawing object to the color red:

```
ctx.fillStyle = "#FF0000";
```

- The `fillStyle` property can be a CSS color, a gradient, or a pattern. The default `fillStyle` is black.

- The `fillRect(x,y,width,height)` method draws a rectangle, filled with the fill style, on the canvas:

```
ctx.fillRect(0,0,150,75);
```

Drawing Using Html5 Canvas Programming Basics

D Kirk



Drawing Using Html5 Canvas Programming Basics:

Code Art Basics Zoe Codewell, AI, 2025-02-17 *Code Art Basics* explores the fascinating intersection of art and programming revealing how generative art is created using JavaScript and coding libraries This book bridges the gap between artistic vision and computational execution empowering readers to create dynamic patterns and animations Did you know that generative art traces its roots back to mid 20th century cybernetics Or that relatively simple code can produce complex and beautiful visuals The book begins with the fundamentals of JavaScript and canvas manipulation progresses through pattern generation techniques like tiling and recursion and culminates in animation principles Throughout the book code examples and visual demonstrations bring these concepts to life drawing inspiration from p5 js and Processing This practical hands on approach makes the process accessible allowing readers to quickly start experimenting with algorithmic art and creative coding

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programmers will also learn about all the features of canvas and how they can be used within their own projects Flash and Silverlight developers wanting to broaden their reach across the Web and mobile devices will also benefit from the information in this book

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[Beginning ASP.NET 4.5 in VB](#) Matthew

MacDonald,2012-11-27 This book is the most comprehensive and up to date introduction to ASP NET ever written Focusing solely on Visual Basic with no code samples duplicated in other languages award winning author Matthew MacDonald introduces you to the very latest thinking and best practices for the ASP NET 4 5 technology Assuming no prior coding experience you ll be taught everything you need to know from the ground up Starting from first principals you ll learn the skills you need to be an effective ASP NET developer who is ready to progress to more sophisticated projects and professional work You ll be taught how to use object orientation and code behind techniques to lay out your code clearly in a way other developers can easily understand You ll learn how to query databases from within you web pages spice up your layouts using ASP NET AJAX and deploy your finished websites to production servers You ll also learn how to debug your code when things go wrong and the performance and scalability issues that can affect your web projects as they grow With this book you can take your first steps towards becoming a successful ASP NET developer with confidence **Core HTML5**

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