

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

Don Cowan



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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Foundation HTML5 Canvas Rob Hawkes, 2011 *Foundation HTML5 Canvas For Games and Entertainment* teaches you how to make exciting interactive games and applications using HTML5 canvas Canvas lets you produce graphics animations and applications using the HTML5 and JavaScript web standards It allows you to draw directly within the browser without the need for third party plugins like Adobe Flash and so canvas works perfectly across desktop and mobile devices like the iPhone and Android *Foundation HTML5 Canvas* begins by introducing you to HTML5 and the cool new features that it opens up for you You are then offered a quick guide to JavaScript programming to get you up to speed Next up you ll receive a thorough introduction to the canvas element which teaches you how to draw objects within the browser with great ease Once the basics are covered you ll move on to the more advanced features of canvas including image and video manipulation You ll also learn how to create realistic animations with the help of some basic physics *Foundation HTML5 Canvas* then teaches you how to create two thrilling space based games using all the skills you ve learned so far You ll find plenty of code examples and illustrations designed to help you understand even the most complex of topics HTML5 is already here for you and *Foundation HTML5 Canvas* will provide you with all the information you need to enjoy the show What you ll learn The exciting new features that HTML5 brings and how to use them The basics of programming in JavaScript and capturing user input What the canvas drawing element is all about and why you d want to use it How to utilize both basic and advanced features of canvas How to create realistic animations using canvas and a splash of physics How to make interactive games using canvas JavaScript and other HTML5 goodies Who this book is for The book has been written in a friendly way that makes it approachable to beginners and experts alike It is predominantly for Web designers who are new to HTML5 and JavaScript and covers the absolute basics of creating interactive games and applications using the HTML5 canvas element Experienced Web designers and

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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Fundamentals of Multimedia Ze-Nian Li,Mark S. Drew,Jiangchuan Liu,2021-02-16 PREVIOUS EDITIONThis textbook introduces the Fundamentals of Multimedia addressing real issues commonly faced in the workplace The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia Fully revised and updated

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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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Supercharged JavaScript Graphics Raffaele Cecco,2011-07-18 Thanks to improved Web browser support and the advent of HTML5 JavaScript now plays a major role in programming high performance Web graphics This hands on book shows programmers how to create rich Web applications for big screen computers and small screen mobile devices

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