

HTML5 CANVAS - DRAWING LINES

http://www.tutorialspoint.com/html5/canvas_drawing_lines.htm

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Line Methods

There are following methods required to draw lines on the canvas:

Sr.No.	Method and Description
1	beginPath This method resets the current path.
2	moveTo_{x,y} This method creates a new subpath with the given point.
3	closePath This method marks the current subpath as closed, and starts a new subpath with a point the same as the start and end of the newly closed subpath.
4	fill This method fills the subpaths with the current fill style.
5	stroke This method strokes the subpaths with the current stroke style.
6	lineTo_{x,y} This method adds the given point to the current subpath, connected to the previous one by a straight line.

Example

Following is a simple example which makes use of above mentioned methods to draw a triangle.

```
<!DOCTYPE HTML>
<html>
  <head>
    <style>
      #test {
        width: 100px;
        height:100px;
        margin: 0px auto;
      }
    </style>
    <script type="text/javascript">
      function drawShape(){
        // get the canvas element using the DOM
        var canvas = document.getElementById('mycanvas');

        // Make sure we don't execute when canvas isn't supported
```

```

if (canvas.getContext){

    // use getContext to use the canvas for drawing
    var ctx = canvas.getContext('2d');

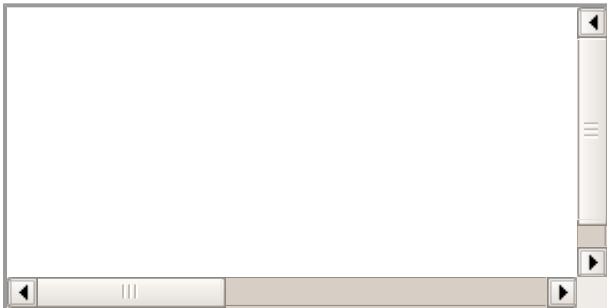
    // Filled triangle
    ctx.beginPath();
    ctx.moveTo(25,25);
    ctx.lineTo(105,25);
    ctx.lineTo(25,105);
    ctx.fill();

    // Stroked triangle
    ctx.beginPath();
    ctx.moveTo(125,125);
    ctx.lineTo(125,45);
    ctx.lineTo(45,125);
    ctx.closePath();
    ctx.stroke();

}

else {
    alert('You need Safari or Firefox 1.5+ to see this demo.');
```

The above example would draw following shape –



Line Properties

There are several properties which allow us to style lines.

Sr.No.	Property and Description
1	lineWidth [= value] This property returns the current line width and can be set, to change the line width.
2	lineCap [= value] This property returns the current line cap style and can be set, to change the line cap style. The possible line cap styles are <i>butt</i> , <i>round</i> , and <i>square</i>
3	lineJoin [= value] This property returns the current line join style and can be set, to change the line join

style. The possible line join styles are *bevel*, *round*, and *miter*.

4 **miterLimit [= value]**

This property returns the current miter limit ratio and can be set, to change the miter limit ratio.

Example

Following is a simple example which makes use of *lineWidth* property to draw lines of different width.

```
<!DOCTYPE HTML>
<html>
  <head>

    <style>
      #test {
        width: 100px;
        height:100px;
        margin: 0px auto;
      }
    </style>

    <script type="text/javascript">
      function drawShape(){
        // get the canvas element using the DOM
        var canvas = document.getElementById('mycanvas');

        // Make sure we don't execute when canvas isn't supported
        if (canvas.getContext){

          // use getContext to use the canvas for drawing
          var ctx = canvas.getContext('2d');

          for (i=0;i<10;i++){
            ctx.lineWidth = 1+i;
            ctx.beginPath();
            ctx.moveTo(5+i*14,5);
            ctx.lineTo(5+i*14,140);
            ctx.stroke();
          }

          else
          {
            alert('You need Safari or Firefox 1.5+ to see this demo.');
```

The above example would draw following shape –

