HTML5 CANVAS - DRAWING QUADRATIC CURVES

http://www.tutorialspoint.com/html5/canvas drawing quadratic.htm

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There are following methods required to draw quadratic curve on the canvas -

Sr.No. Method and Description

1 beginPath

This method resets the current path.

2 moveTox, 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 quadraticCurveTocpx, cpy, x, y

This method adds the given point to the current path, connected to the previous one by a quadratic Bezier curve with the given control point.

The x and y parameters in quadraticCurveTo method are the coordinates of the end point. cpx and cpy are the coordinates of the control point.

Example

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

```
<!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');
                // Draw shapes
                ctx.beginPath();
                ctx.moveTo(75, 25);
                ctx.quadraticCurveTo(25, 25, 25, 62.5);
                ctx.quadraticCurveTo(25, 100, 50, 100);
                ctx.quadraticCurveTo(50, 120, 30, 125);
                ctx.quadraticCurveTo(60, 120, 65, 100);
                ctx.quadraticCurveTo(125, 100, 125, 62.5);
                ctx.quadraticCurveTo(125, 25, 75, 25);
                ctx.stroke();
             else {
                alert('You need Safari or Firefox 1.5+ to see this demo.');
      </script>
   </head>
   <body >
      <canvas ></canvas>
   </body>
</html>
```

The above example would draw following shape -

