

HTML5 CANVAS - STYLES AND COLORS

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

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HTML5 canvas provides following two important properties to apply colors to a shape –

Sr.No.	Method and Description
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1	fillStyle
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	This attribute represents the color or style to use inside the shapes.
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2	strokeStyle
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	This attribute represents the color or style to use for the lines around shapes
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By default, the stroke and fill color are set to black which is CSS color value #000000.

A fillStyle Example

Following is a simple example which makes use of above mentioned fillStyle attribute to create a nice pattern.

```
<!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');

          // Create a pattern
          for (var i=0;i<7;i++){

            for (var j=0;j<7;j++){
              ctx.fillStyle='rgb(' + Math.floor(255-20.5*i)+ ', '+ Math.floor(255
- 42.5*j) + ',255)';
              ctx.fillRect( j*25, i* 25, 55, 55 );
            }
          }

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

```

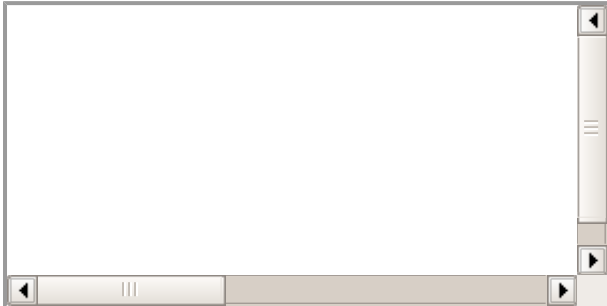
    </script>
</head>

<body >
  <canvas ></canvas>
</body>

</html>

```

The above example would produce following result –



A strokeStyle Example

Following is a simple example which makes use of above mentioned fillStyle attribute to create another nice pattern.

```

<!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');

          // Create a pattern
          for (var i=0;i<10;i++){

            for (var j=0;j<10;j++){
              ctx.strokeStyle='rgb(255, '+ Math.floor(50-2.5*i)+' , '+ Math.floor(155
- 22.5 * j ) + ' )';
              ctx.beginPath();

              ctx.arc(1.5+j*25, 1.5 + i*25,10,10,Math.PI*5.5, true);
              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 produce following result –

