

Canvas Property

width
height

Canvas Method

getContext(contextType)

Context Type

2d
webgl

Text

font

fillStyle *color*

fillText(text, x_offset, y_offset)

Line

beginPath() *begin to draw*

moveTo(x, y) *start point*

lineTo(x, y) *end point*

quadraticCurveTo(controlX, controlY, endX, endY)

bezierCurveTo(control1X, control1Y, control2X, control2Y, endX, endY)

arc(x, y, radius, startAngle, endAngle, counterClockwise) *part of circle*

stroke() *actually draw*

Line Property

lineWidth

strokeStyle *line color*

lineCap *the two ends of line*

lineJoin

lineCap options

butt

round

square

lineJoin options

miter

round

bevel



By **Jerry Xue** (JerryDeveloper)

Not published yet.

Last updated 4th May, 2015.

Page 1 of 1.

Sponsored by **Readability-Score.com**

Measure your website readability!

<https://readability-score.com>