

### 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



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