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# Mobile Web Application Development

## **Using the Canvas Tag**

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# What is the `<canvas>` Tag?

- Part of the **HTML5** spec
- Allows for dynamic, scriptable rendering of two-dimensional shapes and bitmaps
- Described using JavaScript

# A Bit of History

- Introduced by Apple inside of WebKit in 2004
- Used in Dashboard widgets at first
- Later, was adopted in other browsers
- wikipedia

# How Do You Define A <canvas> Tag?

```
<canvas id="my-canvas" width="400" height="300">
```

You need a browser that supports the canvas tag!

```
</canvas>
```

Pretty simple, huh?

However, to Render Something, You Will Need JavaScript

# The Canvas context

- The `context` is the JavaScript object that you interact with to draw things that are then rendered on the canvas defined by the `<canvas>` tag
- Each `<canvas>` tag can only have **one** context describe it

# A Brief Example

```
1 // getContext() always returns the same context for this canvas tag
2 var context = $('#my-canvas').getContext('2d');
3 context.fillStyle = 'red';
4 context.fillRect(30, 30, 50, 50);
```

# Let's Go Through Some Examples

[http://www.html5canvastutorials.com/  
tutorials/html5-canvas-element/](http://www.html5canvastutorials.com/tutorials/html5-canvas-element/)

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