

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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