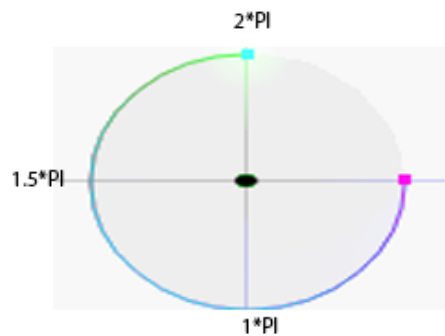## arc() METHOD IN HTML5 CANVAS

- arc() Method is used to create a arc or curve
- It is used to create circles, or parts of circles.

- Center   arc (100, 75, 50, 0*Math.PI, 1.5*Math.PI)
- Start angle arc (100, 75, 50, 0, 1.5*Math.PI)
- End angle arc (100, 75, 50, 0*Math.PI, 1.5*Math.PI)

Syntax for arc() Method in HTML5 Canvas:

```
context.arc(x,y,r,sAngle,eAngle,counterclockwise);
```

Parameter Values for arc() method in HTML5 Canvas:

Parameter	Description
X	The x-coordinate of the center of the circle
Y	The y-coordinate of the center of the circle
r	Radius of the circle
sAngle	The starting angle, in radians.
eAngle	The ending angle, in radians.
counterclockwise	It denotes whether the drawing should be Anticlockwise or clockwise. This is an optional value.

Sample coding for arc() method in HTML5 Canvas:

```html
<!DOCTYPE html>
<html>
    <head>
        <title>Wikitechy arc() Method in Canvas</title>
    </head>
    <body>
        <h1>Wikitechy arc() Method in Canvas</h1>
        <canvas id="wikitechyCanvas" width="400" height="250"
        style="border:1px solid #00ffff;">
        </canvas>
        <script>
            var canvas = document.getElementById("wikitechyCanvas");
            var context = canvas.getContext("2d");
            context.beginPath();
            context.arc(170, 75, 50, 0, 2 * Math.PI);
            context.stroke();
        </script>
    </body>
</html>
```

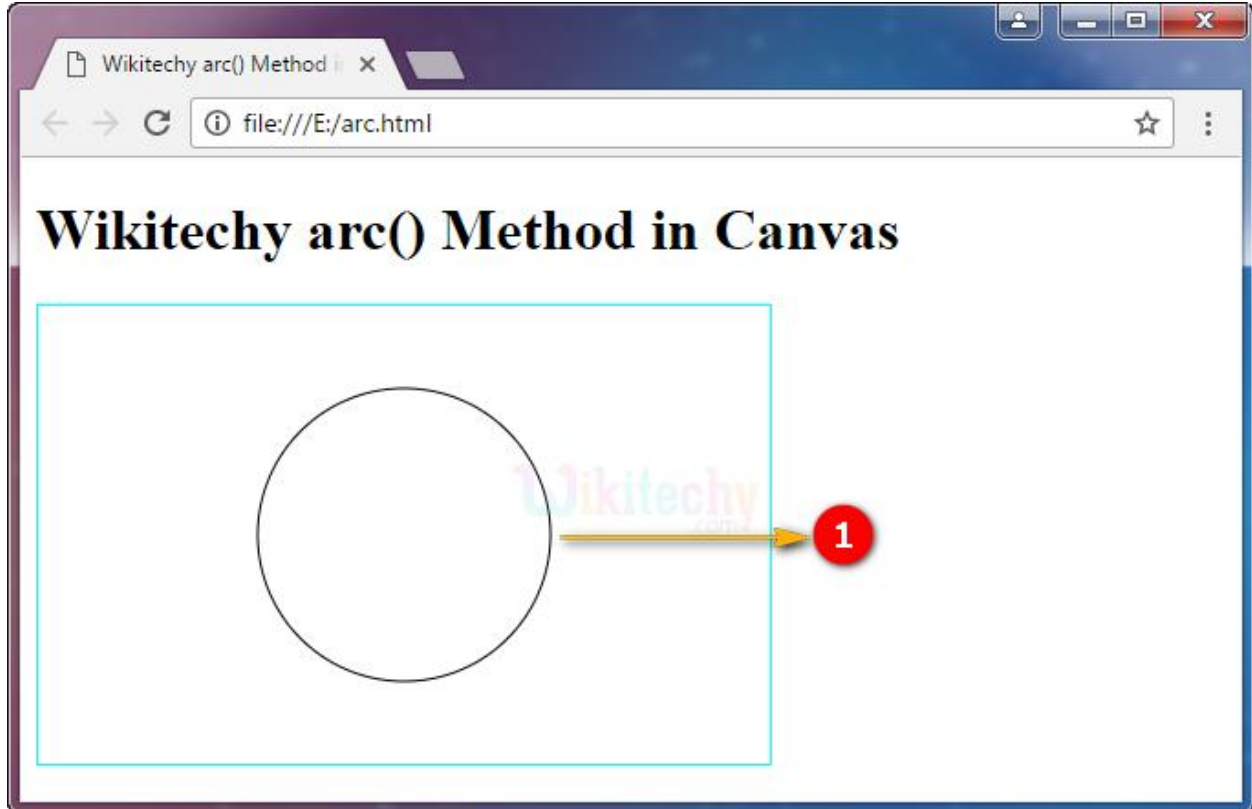## Code Explanation for arc() Method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
    <head>
        <title>Wikitechy arc() Method in Canvas</title>
    </head>
    <body>
        <h1>Wikitechy arc() Method in Canvas</h1>
1       <canvas id="wikitechyCanvas" width="400" height="250"
        style="border:1px solid #00ffff;">
        </canvas>
2       <script>
            var canvas = document.getElementById("wikitechyCanvas");
            var context = canvas.getContext("2d");
            context.beginPath();            3
4           context.arc(200, 125, 80, 0, 2 * Math.PI);
            context.stroke();
        </script>
    </body>
</html>
                          5
```

1. the **<canvas>** tag is used to draw a rectangle with **width="400"** and **height="250".**

2. The **<script>** tag is used to draw a two dimensional circle in the canvas.

3. The **beginPath()** method is used to begins a path, or resets the current path.

4. **arc()** is used to create circle on canvas(200, 125, 80, 0, 2 * Math.PI);

5. The **stroke()** method is used to draw the path.

Output for arc() Method in HTML5 Canvas:

1. Here the output displays circle with radius 80.

Browser Support for arc() method in HTML5 Canvas:

Browser	Support
Chrome	Yes
Internet explorer / Edge	9.0
Firefox	Yes
Safari	Yes
Opera	Yes