

arcTo() METHOD IN HTML5 CANVAS

- The arcTo() is the Method of HTML CANVAS
- The arcTo() method is used to creates an arc/curve between two tangents on the canvas.



Syntax for accept arcTo() Method in HTML5 Canvas :

```
context.arcTo(x1,y1,x2,y2,radius);
```

Parameter values for arcTo() method in HTML5 Canvas:

Parameter	Description
X1	The x-coordinate of the first tangent.
Y1	The y-coordinate of the first tangent.
X2	The x-coordinate of the second tangent.
Y2	The y-coordinate of the second tangent.
radius	The radius of the arc.

Sample coding for arcTo() Method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy - arcTo() Method in Canvas</title>
  </head>
  <body>
    <h1>wikitechy Canvas</h1>
    <canvas id="wikitechycanvas" width="300" height="150"
    style="border:1px solid #d3d3d3;" >
    </canvas>
    <script>
      var canvas= document.getElementById("wikitechyCanvas");
      var context= canvas.getContext("2d");
      context.beginPath();
      context.moveTo(20, 20);
      context.lineTo(100, 20);
      context.arcTo(150, 20, 150, 70, 50);
      context.lineTo(150, 120);
      context.stroke();
    </script>
  </body>
</html>
```



Code Explanation for arcTo() method in HTML5 Canvas:

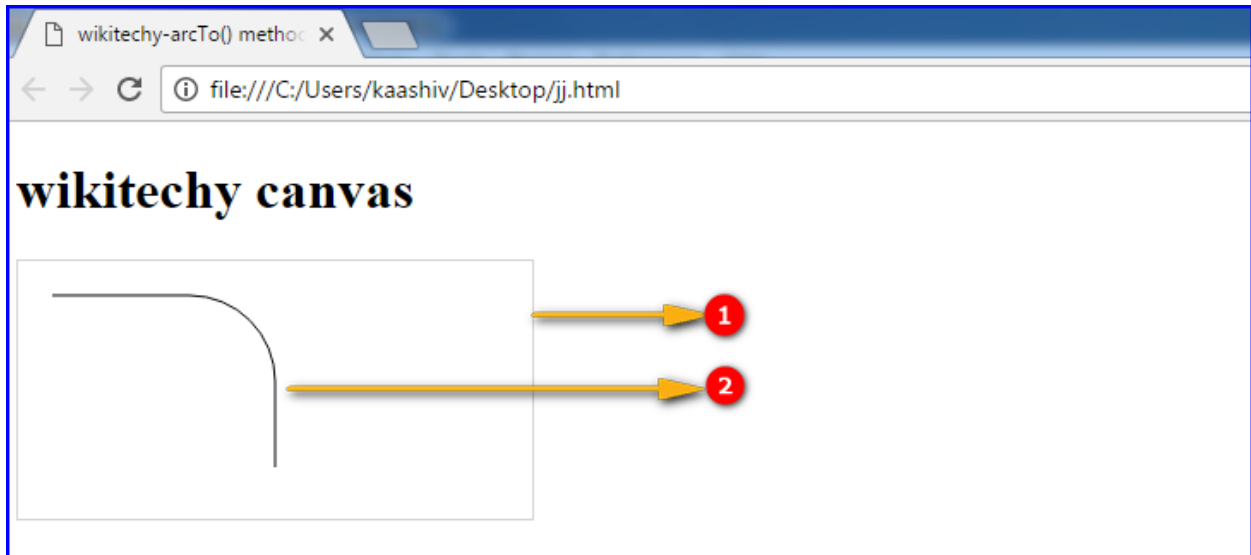
```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy - arcTo() Method in canvas</title>
  </head>
  <body>
    <h1>wikitechy Canvas</h1>
    <canvas id="wikitechyCanvas" width="300" height="150"
      style="border:1px solid #0040ff;">
    </canvas>

    <script>
      var canvas = document.getElementById("wikitechyCanvas");
      var context = canvas.getContext("2d");
      context.beginPath();
      context.moveTo(20, 20);
      context.lineTo(100, 20);
      context.arcTo(150, 20, 150, 70, 50);
      context.lineTo(150, 120);
      context.stroke();
    </script>
  </body>
</html>
```

1. "**WikitechyCanvas**" is used to declare the id value of the <canvas> tag.
2. The **getElementById();** method is used to get the element with the specific id ("**wikitechyCanvas**").
3. **canvas.getContext("2d")** method returns an object that provides methods and properties for drawing on the canvas
4. The **beginPath()** method begins a path, or resets the current path.
5. The **moveTo()** method is used to select the starting point as (20,20)
6. The **lineTo()** method is used to select the ending point as (100,20).
7. The **arcTo()** is used to create circle on canvas

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

Output for arcTo() Method in HTML5 Canvas :



1. The canvas rectangle with width as 300 and height as 150
2. It displays an arc between two tangents on the canvas.

Browser Support for arcTo() Method in HTML5 Canvas :

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

Tips and Notes

- Use stroke() method to actually draw the arc on the canvas.

