

beginPath() METHOD IN HTML5 CANVAS

1. The beginPath() method is one of the canvas method.
2. The beginPath() method is used to begins a path, or resets the current path.
- 3.

Syntax for beginPath() in HTML5 Canvas:

```
context . beginPath();
```



Sample coding for beginPath() in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy -HTML Canvas beginpath </title>
  </head>
  <body>
    <h1>wikitechy HTML Canvas beginpath with example </h1>
    <canvas id="wikitechyCanvas" width="400" height="200"
      style="border:1px solid #d3d3d3;" > </canvas>
    <script>
      var m = document.getElementById("wikitechyCanvas");
      var mak = m.getContext("2d");
      mak.beginPath();
      mak.lineWidth = "10";
      mak.strokeStyle = "red";
      mak.moveTo(50, 80);
      mak.lineTo(300, 85);
      mak.stroke();

      mak.beginPath();
      mak.strokeStyle = "black";
      mak.moveTo(55, 25);
      mak.lineTo(300, 140);
      mak.stroke();
    </script>
  </body>
</html>
```



Code Explanation for beginPath() in HTML5 Canvas:

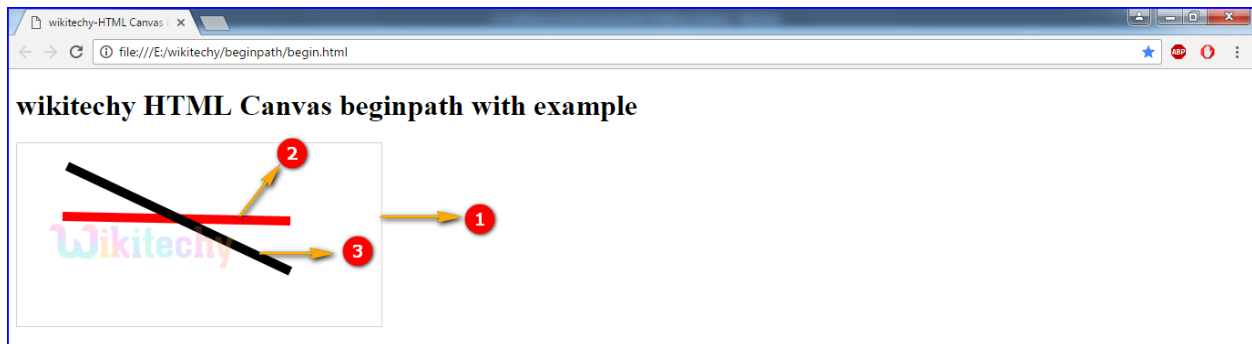
```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-HTML Canvas beginpath </title>
  </head>
  <body>
    <h1>wikitechy HTML Canvas beginpath with example </h1>
    1 ← <canvas id="wikitechyCanvas" width="400" height="200"
        style="border:1px solid #d3d3d3;"></canvas>
    <script>
      var m = document.getElementById("wikitechyCanvas");
      var mak = m.getContext("2d"); → 3
      4 ← mak.beginPath();
      mak.lineWidth = "10"; → 5
      6 ← mak.strokeStyle = "red";
      mak.moveTo(50, 80); → 7
      8 ← mak.lineTo(300, 85);
      mak.stroke(); → 9
      mak.beginPath();
      10 ← mak.strokeStyle = "black";
      mak.moveTo(55, 25);
      mak.lineTo(300, 140);
      mak.stroke();
    </script>
  </body>
</html>
```

1. "**wikitechyCanvas**" is used to define the value of id attribute for canvas element.
2. The **getElementById()** method is used to get the element that has the id attribute with the "**wikiCanvas**" value.
3. **m.getContext("2d")** is used to draw a two-dimensional figure on a canvas.
4. **beginpath()** method is used to begins the path for a line.
5. **mak.lineWidth** is used to set a line width as 10.



6. **strokeStyle** is used to set the **red** color for first line.
7. The **moveTo()** method is used to set the starting point at **(50,80)** in x,y direction.
8. The **lineTo()** method is used to set the ending point at **(300,85)** in x,y direction.
9. **stroke()** is used to draw the actual path.
10. **strokeStyle** is used to set the **black** color for second line.

Output of beginPath() in HTML5 Canvas:



1. The canvas rectangle with 400 width and 200 height.
2. Here the output will be displays red color path.
3. The second line start with black color path.

Browser Support for beginPath() in HTML5 Canvas:

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

Tips and Notes

- To create a path using `moveTo()`, `lineTo()`, `quadraticCurveTo()`, `bezierCurveTo()`, `arcTo()`, and `arc()`.
- The `stroke ()` method is used to draw the actually line on the canvas.

