

bezierCurveTo() METHOD IN HTML5 CANVAS

- The **bezierCurveTo()** is a method of **HTML** canvas.
- A **Bezier curve** is a parametric **curve**.
- The bezierCurveTo() method adds a point to the current path by using the specified control points that represent a cubic Bezier curve.

Syntax for bezierCurveTo() method in HTML5 Canvas:

```
context.bezierCurveTo(cp1x, cp1y, cp2x, cp2y, x, y);
```

Parameter Values for bezierCurveTo() method in HTML5 Canvas:

Parameter	Description
cp1x	The x-coordinate of the first Bezier control point.
cp1y	The y-coordinate of the first Bezier control point.
cp2x	The x-coordinate of the second Bezier control point.
cp2y	The y-coordinate of the second Bezier control point.
x	The x-coordinate of the ending point.
y	The x-coordinate of the ending point.

Sample Coding for bezierCurveTo() method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title> Wikitechy bezierCurveTo method </title>
  </head>
  <body>
    <h2>Wikitechy bezierCurveTo method </h2>
    <canvas id="wikitechyCanvas" width="300" height="200"
      style="border:1px solid blue;">
    </canvas>
    <script>
      var c = document.getElementById("wikitechyCanvas");
      var ctx = c.getContext("2d");
      ctx.beginPath();
      ctx.moveTo(40, 40);
      ctx.bezierCurveTo(40, 200, 250, 200, 250, 40);
      ctx.stroke();
    </script>
  </body>
</html>
```



Code Explanation for bezierCurveTo() method in HTML5 Canvas:

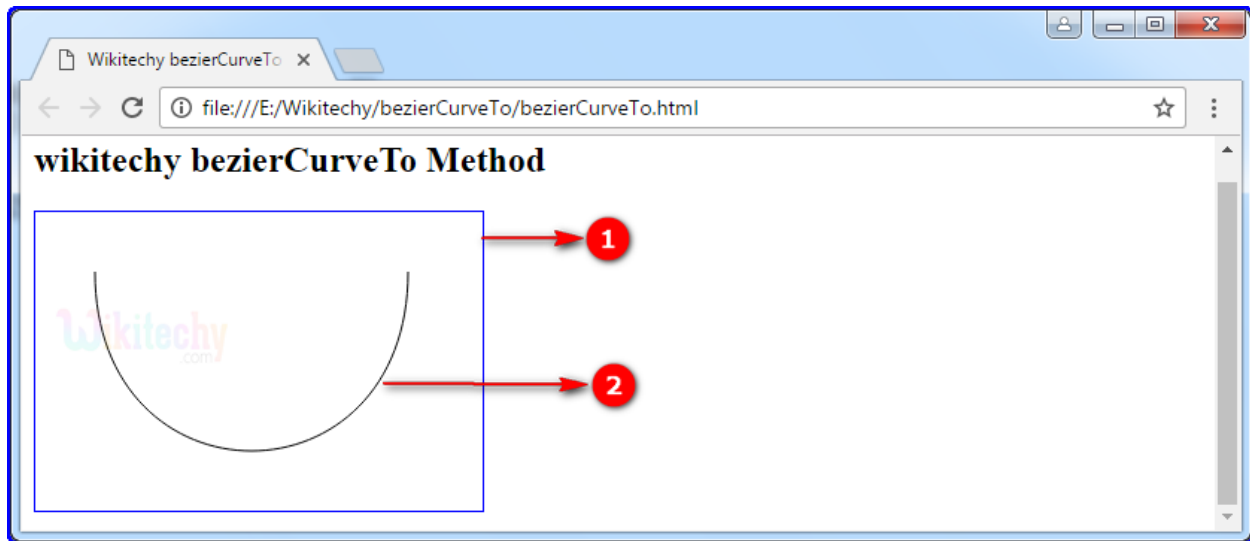
```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy bezierCurveTo Method</title>
  </head>
  <body>
    <h2>wikitechy bezierCurveTo Method</h2>
    <canvas id="wikitechyCanvas" width="300" height="200"
      style="border:1px solid blue;">
    </canvas>
    <script>
      var c = document.getElementById("wikitechyCanvas");
      var ctx = c.getContext("2d");
      ctx.beginPath();
      ctx.moveTo(40, 40);
      ctx.bezierCurveTo(40, 200, 250, 200, 250, 40);
      ctx.stroke();
    </script>
  </body>
</html>
```

1. "**wikitechyCanvas**" is declared the id value of the HTML canvas.
2. The **getElementById();** method is used to get the element with the specific id ("**wikitechycanvas**").
3. The **beginPath()** method begins a path for Bezier curve.
4. The **moveTo()** method is used to move the path to the point(**40,40**) in the canvas.
5. The **beziercurveTo()** requires three points. The first two points are **control points (40,200) (250,200)** that are used in the cubic Bezier calculation and the **last point (250,40)** is the ending point for the

curve. The starting point for the curve is the last point in the current path.

6. The **stroke()** method to actually draw the path on the canvas.

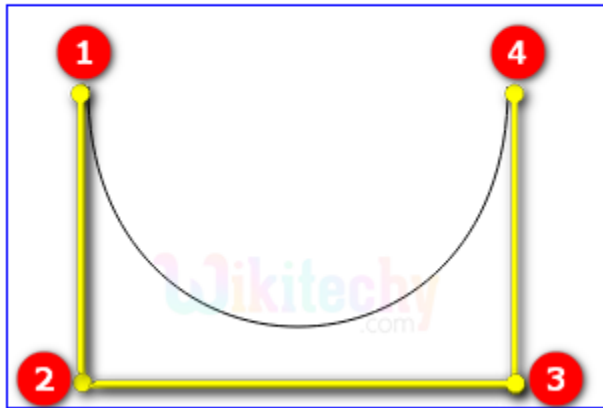
Output for bezierCurveTo() method in HTML5 Canvas:



1. The HTML rectangle canvas with blue color border.
2. The Bezier curve is displayed on HTML canvas.

Output Coordinate Explanation for bezierCurveTo() method in HTML5 Canvas:

wikitechy bezierCurveTo Method



1. Start point(40,40)
2. Control point 1(40,200)
3. Control point 2(250,200)
4. End point (250,40)

Browser Support for bezierCurveTo() method in HTML5 Canvas:

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

