

drawImage() METHOD IN HTML5 CANVAS

- The **drawImage** is the Method of HTML canvas.
- The **drawImage()** method draws an image, canvas, or video onto the canvas.
- The **drawImage()** method can also draw parts of an image, and increase/reduce the image size.

Syntax for drawImage() Method in HTML5 Canvas:

```
context.drawImage(img,x,y);
```

Property Values for drawImage() Method in HTML5 Canvas:

Values	Description
img	Specifies the image, canvas, or video element to use
sx	Optional. The x coordinate where to start clipping
sy	Optional. The y coordinate where to start clipping
swidth	Optional. The width of the clipped image
sheight	Optional. The height of the clipped image
x	The x coordinate where to place the image on the canvas
y	The y coordinate where to place the image on the canvas
width	Optional. The width of the image to use (stretch or reduce the image)
height	Optional. The height of the image to use (stretch or reduce the image)



Sample coding for drawImage Method in HTML5 Canvas:

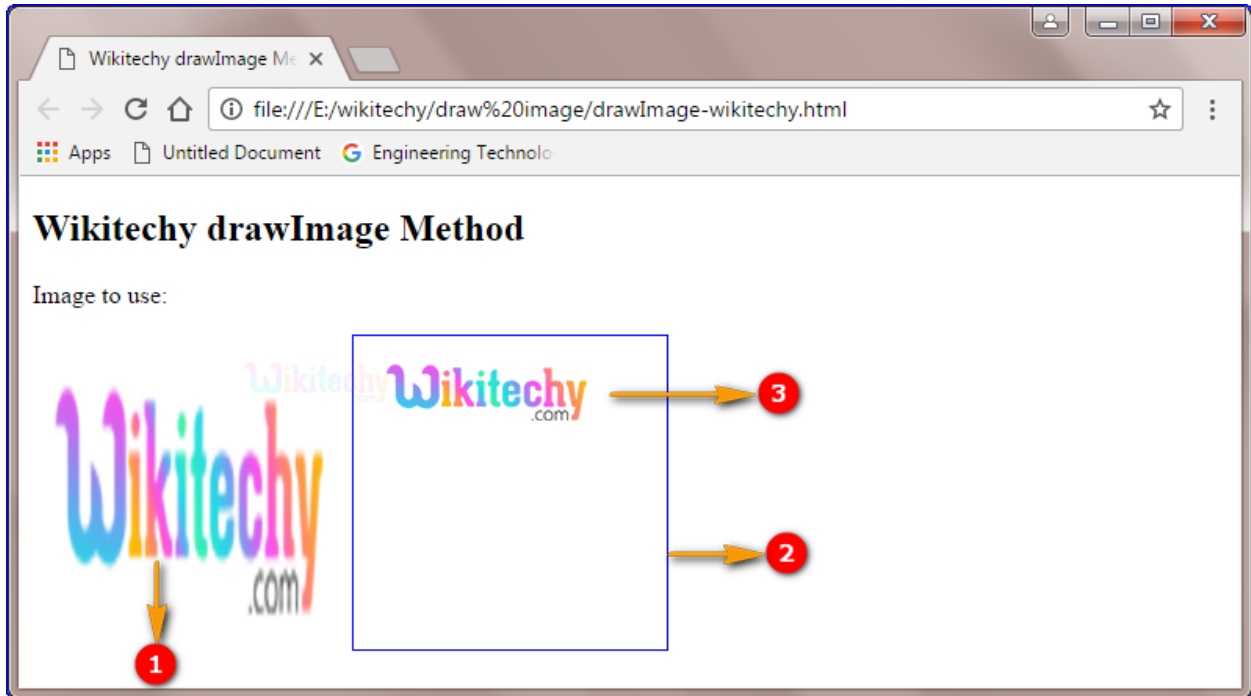
```
<!DOCTYPE html>
<html>
  <head>
    <title>Wikitechy drawImage Method</title>
  </head>
  <body> <h2>Wikitechy drawImage Method </h2>
    <p>Image to use:</p>
    
    <canvasid="wikitechyCanvas"width="200"height="200"
style="border:1px solid blue;">
  </canvas>
  <script>
    window.onload = function()
    {
      var c = document.getElementById("wikitechyCanvas");
      var context= c.getContext("2d");
      var img = document.getElementById("scream");
      context.drawImage(img, 10, 10);
    }
  </script>
</body>
</html>
```

Code Explanation for drawImage Method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>Wikitechy drawImage Method</title>
  </head>
  <body><h2>Wikitechy drawImage Method</h2>
    <p>Image to use:</p>
     ➔ 1
    <canvas id="wikitechyCanvas" width="200" height="200" style="border:1px
      solid blue;">
    </canvas>
    <script>
      <span style="color:red">2 window.onload = <span style="color:red">3 function()
      {
        var c = document.getElementById("wikitechyCanvas"); ➔ 4
        var context = c.getContext("2d");
        var img = document.getElementById("scream"); ➔ 5
        context.drawImage(img, 10, 10); ➔ 6
      }
    </script>
  </body>
</html>
```

1. "Scream" is used to define the value id attribute for normal image element.
2. "wikitechyCanvas" is used to define the value id attribute for canvas element.
3. **Window.onload function** is used to load the image.
4. The **getElementById();** method is used to get the element that has the id attributes with the identified value ("wikitechyCanvas").
5. The **getElementById();** method is used to get the element that has the id attributes with the identified value ("scream").
6. drawImage() method is used to draw the image in the canvas.**drawImage(img,10,10).**

Output for drawImage Method in HTML5 Canvas:



1. The without canvas Wikitechy.com image is normal image.
2. The canvas Rectangle with blue border.
3. The within canvas Wikitechy.com image is output image.

Browser Support for drawImage Method in HTML5 Canvas:

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