

## font PROPERTY IN HTML5 CANVAS

- The **font** property is one of the canvas property.
- The font property is used to sets or returns the current font properties for text content on the canvas.
- The font property has similar syntax as the css font property.

### Syntax for font property in HTML Canvas:

```
context . font="italic small-caps bold 12px Times New Roman";
```

### Property Values:

values	Description
font-style	Specifies the font style: <ul style="list-style-type: none"><li>• normal</li><li>• italic</li><li>• oblique</li></ul>
font-variant	Specifies the font variant: <ul style="list-style-type: none"><li>• Normal</li><li>• small-caps</li></ul>
font-weight	Specifies the font weight: <ul style="list-style-type: none"><li>• normal</li><li>• bold</li><li>• bolder</li><li>• lighter</li></ul>

font-size/line-height	Specifies the font size and the line-height, in pixels
font-family	Specifies the font family
caption	Use the font captioned controls (like buttons, drop-downs, etc.)
icon	Use the font used to label icons
menu	Use the font used in menus (drop-down menus and menu lists)
message-box	Use the font used in dialog boxes
small-caption	Use the font used for labeling small controls
status-bar	Use the fonts used in window status bar

### Sample coding for font property in HTML Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-HTML canvas font</title>
  </head>
  <body>
    <h1>wikitechy-HTML canvas font with example:</h1>
    <canvas id="wikitechyCanvas" width="400" height="200"
      style="border:1px solid #d3d3d3;" > </canvas>
    <script>
      var g = document.getElementById("wikitechyCanvas");
      var asd= g.getContext("2d");
      asd.font = "50px Times New Roman";
      asd.fillText("welcome to wikitechy.com", 50, 100);
    </script>
  </body>
</html>
```



## Code Explanation for font property in HTML Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>Wikitechy-HTML Canvas font</title>
  </head>
  <body>
    <h1>Wikitechy HTML Canvas font with example:</h1>
    <canvas id="wikitechyCanvas" width="650" height="200"
      style="border:1px solid #d3d3d3;"></canvas>
    <script>
      2 → var g = document.getElementById("wikitechyCanvas");
      3 → var asd= g.getContext("2d");
      4 → asd.font = "50px Times New Roman";
      5 → asd.fillText("welcome to wikitechy.com", 50, 100);
    </script>
  </body>
</html>
```

1. **"Wikitechy canvas"** is used to declare the id value of the canvas tag.
2. **getElementById()** method is used to draw the element from id.
3. **getContext():** returns an object that provides methods and properties for canvas element.
4. **font property** is used to set the font level is **50px** and set the font as **Times New Roman**.
5. The **fillText()** method is used to filled text ("[welcome to wikitechy.com](http://www.wikitechy.com)", **50, 100**) on the canvas in (x,y) axis.

## Output of font property in HTML Canvas:



1. canvas is used to draw a rectangle and font property.
2. The output was displayed by "50px Times New Roman" font of the given element.

## Browser Support for font property in HTML Canvas:

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