

globalAlpha PROPERTY OF HTML IN CANVAS

- The globalAlpha property sets the current alpha or transparency value of the drawing.
- The globalAlpha property value should be a number between 0.0 (fully transparent) and 1.0 (no transparency).

Syntax for globalAlpha Property in HTML5 Canvas:

```
context.globalAlpha="number";
```

Property Values for globalAlpha Property in HTML5 Canvas:

Values	Description
number	Specifies the transparency value and must be a number between 0.0 (fully transparent) and 1.0 (no transparency)

Sample Coding for globalAlpha Property in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>Wikitechy HTML Canvas globalAlpha Property</title>
  </head>
  <body>
    <h1>Wikitechy HTML Canvas globalAlpha Property</h1>
    <canvas id="wikitechyCanvas" width="300" height="180"
style="border:2px solid green;">
    </canvas>
    <script>
      var ga = document.getElementById("wikitechyCanvas");
      var gax= ga.getContext("2d");
      gax.fillStyle = "blue";
      gax.fillRect(40, 40, 85, 60);

      gax.globalAlpha = 0.1;
      gax.fillStyle = "black";
      gax.fillRect(80, 80, 85, 60);
      gax.fillStyle = "red";
      gax.fillRect(100, 100, 85, 60);
    </script>
  </body>
</html>
```

Code Explanation for globalAlpha Property in HTML5 Canvas:

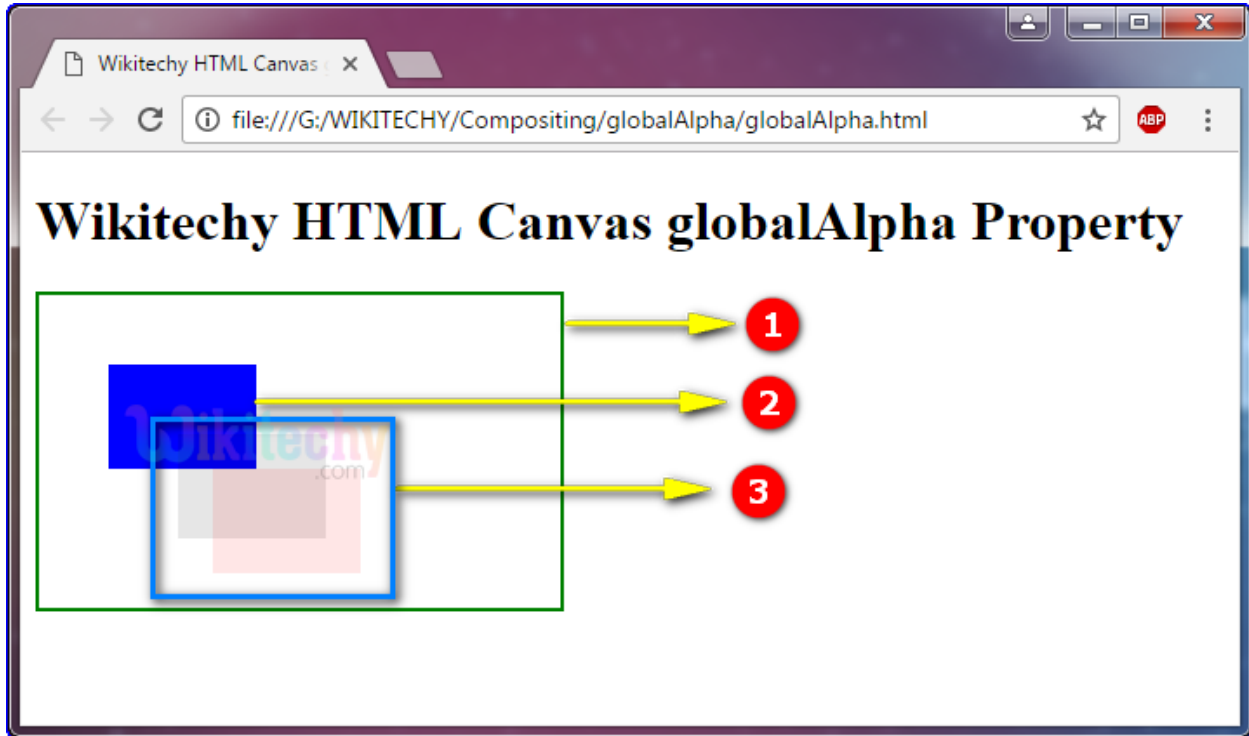
```
<!DOCTYPE html>
<html>
  <head>
    <title>Wikitechy HTML Canvas globalAlpha Property</title>
  </head>
  <body>
    <h1>Wikitechy HTML Canvas globalAlpha Property</h1>
    <canvas id="wikitechyCanvas" width="300" height="180"
      style="border:2px solid green;">
    </canvas>
    <script>
      var ga = document.getElementById("wikitechyCanvas");
      var gax= ga.getContext("2d");
      gax.fillStyle = "blue";
      gax.fillRect(40, 40, 85, 60);

      gax.globalAlpha = 0.1;
      gax.fillStyle = "black";
      gax.fillRect(80, 80, 85, 60);
      gax.fillStyle = "red";
      gax.fillRect(100, 100, 85, 60);
    </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 canvas element with the specific id (**"wikitechyCanvas"**).
3. **gax.getContext()** returns an object that provides method and properties for drawing on the canvas.
4. **gax.fillStyle()** method is used to set the color to fill the drawing.
5. **gax.fillRect()** method is used to draws a "filled" rectangle (30, 30, 85, 60);

6. **gax.globalAlpha=0.1** returns the transparency value of the drawing.

Output for globalAlpha Property in HTML5 Canvas:



1. The canvas rectangle with green color border.
2. Define a blue-color for the rectangle.
3. First, draw a blue rectangle. Then set the transparency (globalAlpha) to 0.1 and draw a black and red rectangle.

Browser Support for globalAlpha Property in HTML5 Canvas:

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

