

## lineJoin PROERTY OF HTML IN CANVAS

- The lineJoin property is one of the canvas property.
- The lineJoin property sets the type of corner has been created, when two lines meet.

### Syntax for lineJoin property in HTML5 Canvas:

```
context.lineJoin="miter";
```

### Parameter Description for lineJoin property in HTML5 Canvas:

Parameters	Description
bevel	To create a beveled corner
round	To create a rounded corner
miter	To create a sharp corner(default)

## Sample coding for lineJoin property in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy - HTML Canvas lineJoin Property </title>
  </head>
  <body>
    <h1>wikitechy HTML Canvas lineJoin Property</h1>
    <canvas id="wikitechyCanvas" width="200" height="200"
style="border:2px solid red;" > </canvas>
    <script>
      var a= document.getElementById("wikitechyCanvas");
      var lj = a.getContext("2d");
      lj.beginPath();
      lj.lineWidth = 20;
      lj.lineJoin = "bevel";
      lj.moveTo(30, 10);
      lj.lineTo(150, 75);
      lj.lineTo(15, 100);
      lj.stroke();
    </script>
  </body>
</html>
```

## Code Explanation for lineJoin property in HTML5 Canvas:

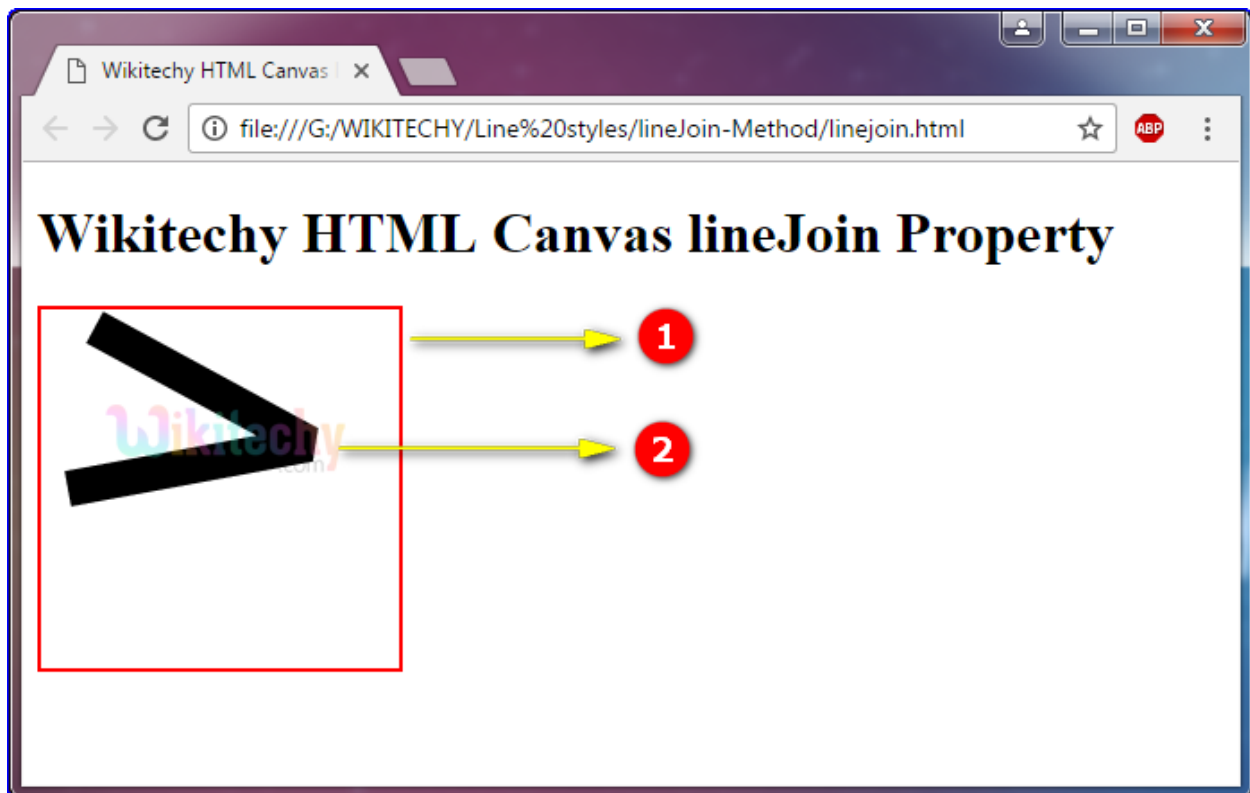
```
<!DOCTYPE html>
<html>
  <head>
    <title>Wikitechy HTML Canvas lineJoin Property</title>
  </head>
  <body>
    <h1>Wikitechy HTML Canvas lineJoin Property</h1>
    <canvas id="wikitechyCanvas" width="200" height="200"
      style="border:2px solid red;">
    </canvas>
    <script>
      var a = document.getElementById("wikitechyCanvas");
      var lj = a.getContext("2d");
      lj.beginPath();
      lj.lineWidth = 20;
      lj.lineJoin = "bevel";
      lj.moveTo(30, 10);
      lj.lineTo(150, 75);
      lj.lineTo(15, 100);
      lj.stroke();
    </script>
  </body>
</html>
```

1. **"Wikitechy canvas"** is used to declare the id value of the canvas tag.
2. The **getElementById();** method is used to get the element that has the id attribute with the **"wikiCanvas"** value.
3. **getContext()** returns an object that provides methods and properties for drawing on the canvas.
4. **beginpath()** method is used to begins the path or reset the current path to increase width of the line using linewidth .
5. **bevel lineJoin property** is used to create a slanting corner.
6. The **moveTo()** method is used to set the starting point at (30,10)in x ,y axis.



7. the **lineTo()** method is used to set the ending point at(150,75) in x, y direction.
8. The **lineTo()** method is used to set the ending point to starting point at (15,100) in x, y direction.
9. The **stroke()** method is used to display the graphics.

### Output for lineJoin property in HTML5 Canvas:



1. <Canvas> tag to draw the graphics.
2. When the two lines meet, create a slanting corner.

## Browser Support for lineJoin property in HTML5 Canvas:

Browser	Language Attribute
Chrome	Yes
Internet explorer / Edge	Yes
Firefox	Yes
Safari	Yes
Opera	Yes

### Tips and Notes

- The miter limit property is affected by miter value.