

## moveTo() METHOD IN HTML5 CANVAS

1. The moveTo() method is one of the canvas method.
2. The moveTo() method is used to move path from the specific point in the canvas, without drawing a line.

### Syntax for moveTo() method in HTML5 Canvas:

```
context . moveTo(x,y);
```

### Parameter Description for moveTo() method in HTML5 Canvas:

Parameter	Description
x	The x-coordinate of where to move the path to
y	The y-coordinate of where to move the path to

## Sample coding for moveTo() method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-HTML Canvas moveTo() </title>
  </head>
  <body>
    <h1>wikitechy-HTML Canvas moveTo() with example: </h1>
    <canvas id="wikitechyCanvas" width="400" height="200"
      style="border:1px solid #d3d3d3;">
    </canvas>
    <script>
      var d = document.getElementById("wikitechyCanvas");
      var dfh = d.getContext("2d");
      dfh.moveTo(0, 0);
      dfh.lineTo(400, 200);
      dfh.strokeStyle="blue";
      dfh.stroke();
    </script>
  </body>
</html>
```



## Code Explanation for moveTo() method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-HTML Canvas moveTo() </title>
  </head>

  <body>
    <h1>wikitechy-HTML Canvas moveTo() with example: </h1>

    <canvas id="wikitechyCanvas" width="400" height="200"
      style="border:1px solid #d3d3d3;"></canvas>

  <script>

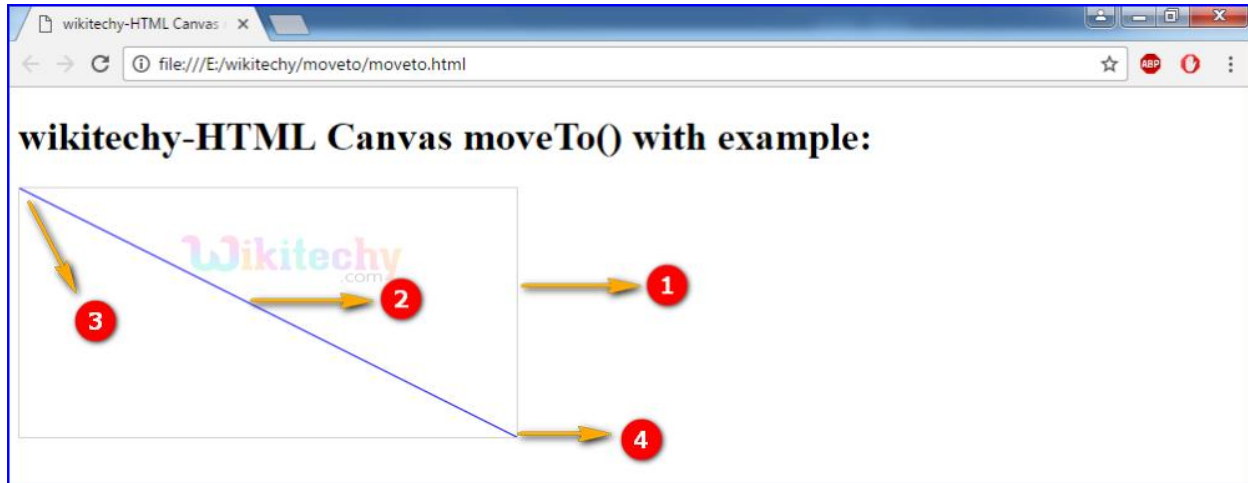
    var d = document.getElementById("wikitechyCanvas");
    var dfh = d.getContext("2d");
    dfh.moveTo(0, 0);
    dfh.lineTo(400, 200);
    dfh.strokeStyle="blue";
    dfh.stroke();

  </script>
</body>
</html>
```

1. **"wikitechyCanvas"** is used to declare the id value of the canvas tag.
2. **getElementById**: method is used to draw the element from canvas id value.
3. **getContext("2d")**: returns an object that provides methods and properties for drawing a two dimension shape on the canvas.
4. The **moveTo()** method is used to set the starting point at **(0,0)** in x,y axis on the canvas.
5. The **lineTo()** method is used to set the ending point at **(400,200)** in x,y axis on the canvas.
6. **strokeStyle** property is used to set the line color as blue.

7. **stroke()** method is used to draw the actually path.

### Output for moveTo() method in HTML5 Canvas:



1. canvas is used to draw a rectangle with width as 400 and height as 200.
2. The output displays a blue color line.
3. The **moveTo()** method displays starting point at **(0,0)** in x,y axis on the canvas.
4. The **lineTo()** method displays ending point at **(400,200)** in x,y axis on the canvas.

### Browser Support for moveTo() method in HTML5 Canvas:

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

### Tips and Notes

- Use the **stroke()** method to actually draw the path on the canvas.

