

## scale() METHOD IN HTML5 CANVAS

- The scale() is the Method of HTML canvas.
- The scale() method is used to set the size of the diagram(bigger or smaller).

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

```
context.scale(scalewidth,scaleheight);
```

### Parameter values for scale() method in HTML5 Canvas:

Parameter	Description
scalewidth	Scales the width of the current drawing (1=100%, 0.5=50%, 2=200%, etc.)
scaleheight	Scales the height of the current drawing (1=100%, 0.5=50%, 2=200%, etc.)

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

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-Scale() method</title>
  </head>
  <body>
    <h1>Wikitechy-Scale() method</h1>
    <canvas id="wikitechyCanvas" width="300" height="170"
      style="border:1px solid #d3d3d3;">
    </canvas>
    <script>
      var canvas = document.getElementById("wikitechyCanvas");
      var context = canvas.getContext("2d");
      context.strokeRect(5, 5, 25, 15);
      context.scale(2, 2);
      context.strokeRect(5, 5, 25, 15);
      context.scale(2, 2);
      context.strokeRect(5, 5, 25, 15);
      context.scale(2, 2);
      context.strokeRect(5, 5, 25, 15);
    </script>
  </body>
</html>
```

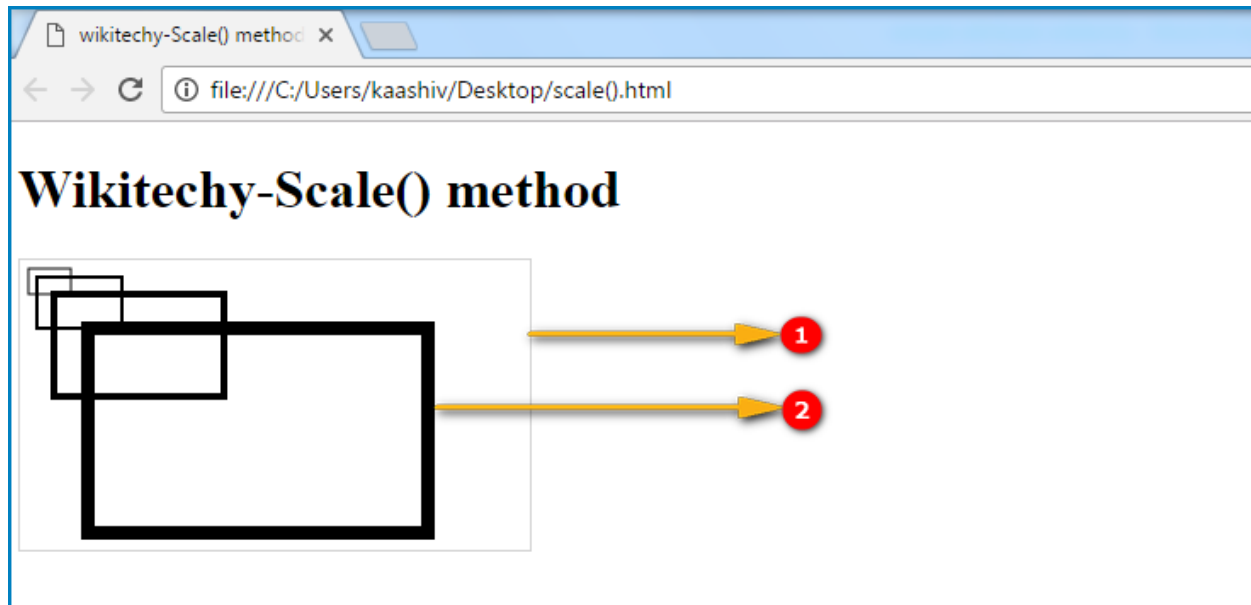


## Code Explanation for scale() method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
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      context.strokeRect(5, 5, 25, 15);
      context.scale(2, 2);
      context.strokeRect(5, 5, 25, 15);
      context.scale(2, 2);
      context.strokeRect(5, 5, 25, 15);
    </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 element with the specific id ("**wikitechyCanvas**").
3. The **Canvas.getContext("2d")** method returns an object that provides methods and properties for drawing a two-dimension diagram on the canvas.
4. The **strokeRect()** method is used to draws a rectangle.
5. The **scale()** method is used to scales the current drawing size as **(2,2)**.

## Sample Output for scale() method in HTML5 Canvas:



1. The output shows that a canvas rectangle with gray color border.
2. It shows scale of the rectangle by using the scale() method.

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

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

### Tips and Notes

- If you scale a drawing, all future drawings will also be scaled.
- The positioning will also be scaled. If you scale (3,3); drawings will be positioned thrice as far from the left and top of the canvas as you specify.