

## stroke() METHOD IN HTML5 CANVAS

- The **stroke()** method is one of the canvas method.
- The **stroke()** method is used to draw the actually path with all those moveTo() and lineTo() methods.
- The default color of the stroke() is black.

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

```
context . stroke( ) ;
```

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

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-HTML canvas stroke() method </title>
  </head>
  <body>
    <h1>wikitechy-HTML canvas stroke() method with example:</h1>
    <canvas id="wikitechyCanvas" width="400" height="200"
    style="border:1px solid #d3d3d3;"> </canvas>
    <script>
      var a = document.getElementById("wikitechyCanvas") ;
      var art= a.getContext("2d") ;
      art.moveTo(40,40) ;
      art.lineTo(100, 40);
      art.lineTo(80, 120);
      art.strokeStyle = "rgb(0,100,220)";
      art.stroke();
    </script>
  </body>
</html>
```

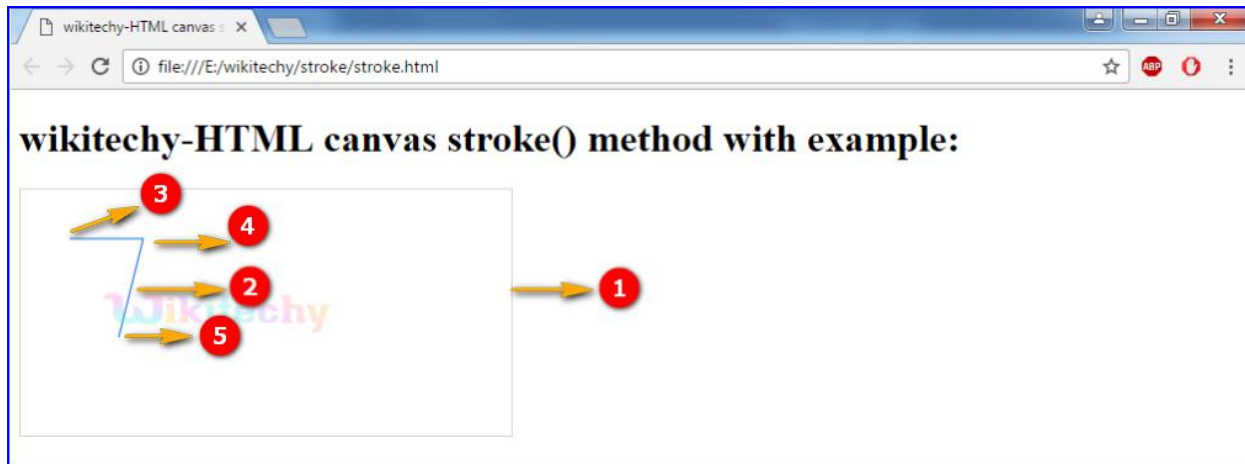


## Code Explanation for stroke() method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-HTML canvas stroke() method </title>
  </head>
  <body>
    <h1>wikitechy-HTML canvas stroke() method with example:</h1>
    <canvas id="wikitechyCanvas" width="400" height="200"
      style="border:1px solid #d3d3d3;"></canvas>
  <script>
    var a = document.getElementById("wikitechyCanvas");
    var art= a.getContext("2d");
    art.moveTo(40,40);
    art.lineTo(100, 40);
    art.lineTo(80, 120);
    art.strokeStyle = "rgb(0,100,220)";
    art.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 id.
3. **getContext()** returns an object that provides methods and properties for drawing on the canvas.
4. The **moveTo()** method is used to set the starting point at **(40,40)** in x,y axis.
5. The **lineTo()** method is used to set the ending point at **(100,40)** in (x,y) axis.
6. And then the **lineTo()** method will be used to select the ending point to starting point.The (x,y ) axis is **(80,120)**.
7. **strokeStyle():**sets the color value is**"rgb(0,100,220)";**
8. **stroke()** method is used to draw the actually path.

## Output of stroke() method in HTML5 Canvas:



1. canvas is used to draw a rectangle an stroke() method.
2. Here the output will be displays the blue color. the value set as **"rgb(0,100,220)"**.
3. The starting point will be displays **(40, 40)** in x, y axis.
4. The ending point will be displays **(100, 40)** in x, y axis.
5. The ending point to starting point will be display as **(80,120)** in x,y axis.

## Browser Support for stroke() Method in HTML5 Canvas:

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

### Tips and Notes

- strokeColor property is used to draw the another color or gradient.