

imageData WIDTH PROPERTY IN HTML5 CANVAS

- The **ImageData Width is the Property** of HTML canvas.
- The property returns the width of an ImageData object, in pixels.

Syntax for imageData Width property in HTML5 Canvas:

```
imgData.width;
```

Sample coding for imageData Width property in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>Wikitechy width property</title>
  </head>
  <body>
    <h2>Wikitechy ImageData Width Property</h2>
    <canvasid="WikitechyCanvas"width="300"height="200"
style="border:1px solid blue;">
    </canvas>
    <script>
      var c = document.getElementById("WikitechyCanvas");
      var context = c.getContext("2d");
      var imgData = context.createImageData(150, 150);
      alert("Width of imgData is:"+imgData.width);
      var img;
      for (img = 0; img < imgData.data.length; img += 4)
      {
        imgData.data[img+0] = 255;
        imgData.data[img+1] = 0;
        imgData.data[img+2] = 0;

```



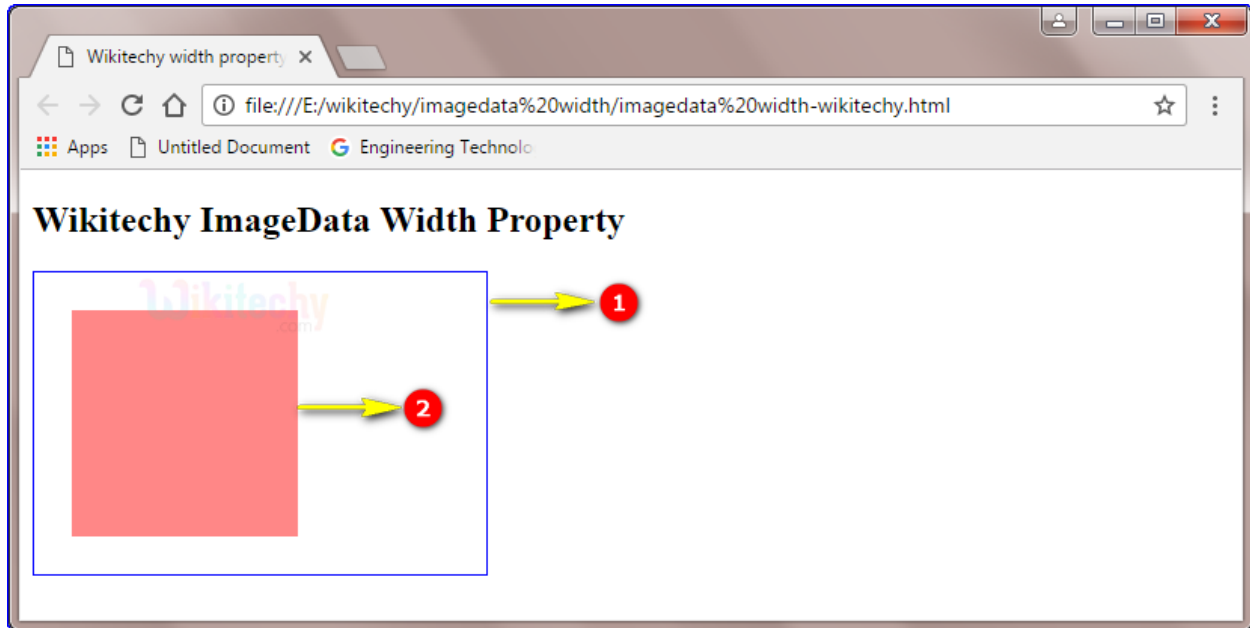
```
        imgData.data[img+3] = 120;
    }
    context.putImageData(imgData, 25, 25);
</script>
</body>
</html>
```

Code Explanation for imageData Width Property in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>Wikitechy width property</title>
  </head>
  <body>
    <h2>Wikitechy ImageData Width Property</h2>
    <canvas id="WikitechyCanvas" width="300" height="200"
      style="border:1px solid blue;">
    </canvas>
    <script>
      var c = document.getElementById("WikitechyCanvas");
      var context = c.getContext("2d");
      var imgData = context.createImageData(150, 150);
      alert("Width of imgData is:"+imgData.width);
      var img;
      for (img = 0; img < imgData.data.length; img += 4)
      {
        imgData.data[img+0] = 255;
        imgData.data[img+1] = 0;
        imgData.data[img+2] = 0;
        imgData.data[img+3] = 120;
      }
      context.putImageData(imgData, 25, 25);
    </script>
  </body>
</html>
```

1. **“wikitechyCanvas”** is used to define the value id attribute for canvas element.
2. The **getElementById();** method is used to get the element that has the id attributes with the identified value (**“wikitechycanvas”**).
3. The **createImageData();** method creates a new, blank ImageData object(**150,150**).
4. **alert();** method is used to show the alert message.**“width of the imgData is:150”**.
5. **for** loops through a block of code a in number of times.
6. For every pixel in an ImageData object there are four pieces of information.The color red (from 0-255).so declared the value **red** is 255.
7. Declared the value **green** is 0.
8. Declared the value **blue** is 0.
9. The **alpha** channel from 0-255; 0 is transparent and 255 is fully visible.declared the value is 120.
- 10.The **putImageData()** method puts the image data from a specified ImageData object back onto the canvas.**(imgData,25,25)**.

Output for imageData Width property in HTML5 Canvas:



1. The canvas Rectangle with blue border.
2. Show the output values is fully red 255 and transparent value is 120. The imageData width is displayed in the HTML canvas.

Browser Support for imageData Width property in HTML5 Canvas:

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