

canvas Element

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A **canvas** element in the object model of an HTML document creates a graphical canvas for drawing in two dimensions. When creating a document with HTML code in serialized form, use a [<canvas> tag](#) to create a **canvas** element.

HTMLCanvasElement interface

Superinterface:

[HTMLInputElement](#)

HTML Tag Reference:

[<canvas> tag](#)

DOM Events		
Event Type	Property	Supported
abort	Function	onabort
canplay	Function	oncanplay
canplaythrough	Function	oncanplaythrough
change	Function	onchange
click	Function	onclick
contextmenu	Function	oncontextmenu
cuechange	Function	oncuechange
dblclick	Function	ondblclick
drag	Function	ondrag
dragend	Function	ondragend
dragenter	Function	ondragenter
dragleave	Function	ondragleave
dragover	Function	ondragover

dragstart	Function	ondragstart
drop	Function	ondrop
durationchange	Function	ondurationchange
emptied	Function	onemptied
ended	Function	onended
formchange	Function	onformchange
forminput	Function	onforminput
input	Function	oninput
invalid	Function	oninvalid
keydown	Function	onkeydown
keypress	Function	onkeypress
keyup	Function	onkeyup
loadeddata	Function	onloadeddata
loadedmetadata	Function	onloadedmetadata
loadstart	Function	onloadstart
mousedown	Function	onmousedown
mousemove	Function	onmousemove
mouseout	Function	onmouseout
mouseover	Function	onmouseover
mouseup	Function	onmouseup
mousewheel	Function	onmousewheel
pause	Function	onpause
play	Function	onplay
playing	Function	onplaying
progress	Function	onprogress
ratechange	Function	onratechange
readystatechange	Function	onreadystatechange
reset	Function	onreset
seeked	Function	onseeked
seeking	Function	onseeking
select	Function	onselect
show	Function	onshow
stalled	Function	onstalled
submit	Function	onsubmit

suspend	Function	onsuspend
timeupdate	Function	ontimeupdate
volumechange	Function	onvolumechange
waiting	Function	onwaiting

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THE END