

isPointInPath() METHOD IN HTML5 CANVAS

- isPointInPath() is the method of HTML5 canvas
- The isPointInPath() method is used to returns true if the specified point is in the current path, otherwise its return false.

Syntax for isPointInPath() method in HTML5 Canvas:

```
context.isPointInPath(X,Y);
```

Parameter Values for isPointInPath() method in HTML5 Canvas:

Parameter	Description
X	The x-coordinate to test
Y	The y-coordinate to test



Sample Coding for isPointInPath() method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-isPointInPath() Method</title>
  </head>
  <body>
    <h1>wikitechy-isPointInPath() Method</h1>
    <canvas id="wikitechyCanvas" width="300" height="150"
      style="border:1px solid #d3d3d3;">
    </canvas>
    <script>
      var canvas = document.getElementById("wikitechyCanvas");
      var context = canvas.getContext("2d");
      context.rect(20, 20, 150, 100);
      if (context.isPointInPath(20, 50))
      {
        context.stroke();
      }
    </script>
  </body>
</html>
```



Code Explanation for isPointInPath() method in HTML5 Canvas:

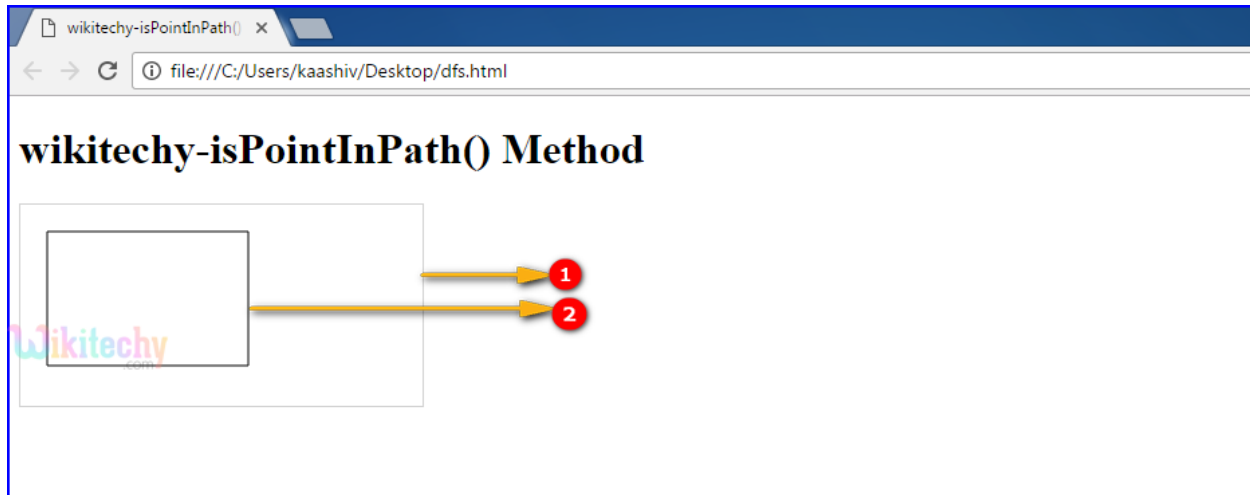
```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-isPointInPath() Method</title>
  </head>
  <body>
    <h1>wikitechy-isPointInPath() Method</h1>

    <canvas id="wikitechyCanvas" width="300" height="150"
      style="border:1px solid #d3d3d3;">
    </canvas>

  <script>
    var canvas = document.getElementById("wikitechyCanvas");
    var context = canvas.getContext("2d");
    context.rect(20, 20, 150, 100);
    if (context.isPointInPath(20, 50))
    {
      context.stroke();
    }
  </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. **canvas.getContext("2d")** method is used to provides methods and properties for drawing two dimension figure on the canvas.
4. **context.rect()** method is used to creates a rectangle.
5. **context.isPointInPath** method is returns true if the point **(20,50)** is in the current path.
6. The **Stroke()** method is used to draw the path.

Output for isPointInPath() method in HTML5 Canvas:



1. The canvas rectangle shows with width as 300 and height as 150.
2. **context.isPointInPath(20, 50)** value is in the canvas rectangle so its draw a rectangle on the canvas by using **stroke()** method.

Browser Support for isPointInPath() method in HTML5 Canvas:

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