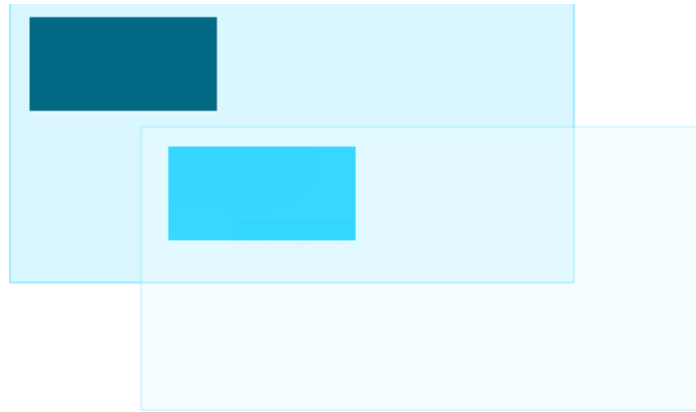


## translate() METHOD IN HTML5 CANVAS

- The translate() is the method of HTML5 CANVAS.
- The translate() method adds a translation transformation by moving the canvas and its origin x horizontally and y vertically on the grid.



### Syntax for translate() Method in HTML5 Canvas:

```
context.translate(x,y);
```

### Parameter Values for translate() Method in HTML5 Canvas:

Parameter	Description
x	The value to add to x-coordinates
y	The value to add to y- coordinates

## Sample Coding for translate() Method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-translate()in canvas</title>
  </head>
  <body>
    <h1>wikitechy-translate()in canvas</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.fillRect(20, 20, 120, 50);
      context.translate(70, 70);
      context.fillRect(0, 10, 120, 50);
    </script>
  </body>
</html>
```



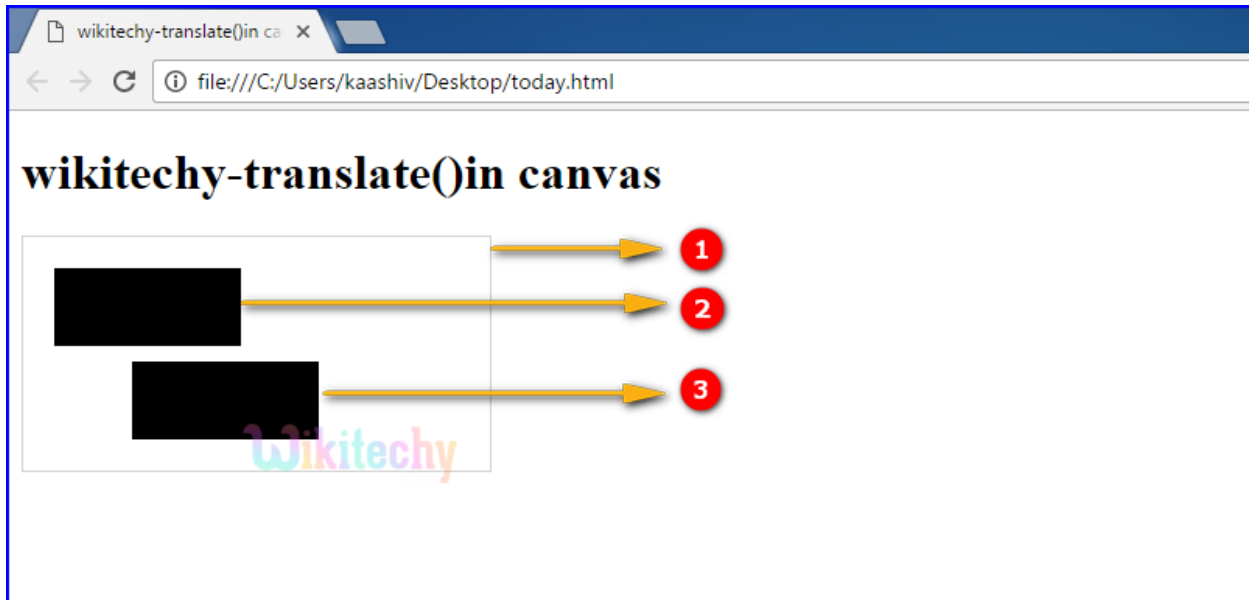
## Code Explanation for translate() Method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-translate()in canvas</title>
  </head>
  <body>
    <h1>wikitechy-translate()in canvas</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.fillRect(20, 20, 120, 50);
      context.translate(70, 70);
      context.fillRect(0, 10, 120, 50);
    </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 returns an object that provides methods and properties for drawing on the canvas
4. The **fillRect()** method is used to draws a "filled" rectangle vales are **(20,20,120,50)** in (x0,y0,x1,y1)

- The **context.translate()** is used to translate the diagram values are **(70,70)** in (x,y)

### Output for translate() Method in HTML5 Canvas:



- `<canvas>` is used to draw a rectangle with gray color border.
- The output shows a filled rectangle with **(20,20,120,50)** values.
- The output shows a new filled rectangle with **(0, 10, 120, 50)** values and translate rectangle with **(70,70)** in (x, y).

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

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

### Tips and Notes

- When fillRect() method is called after translate (), the value is added to x and y-coordinate values.