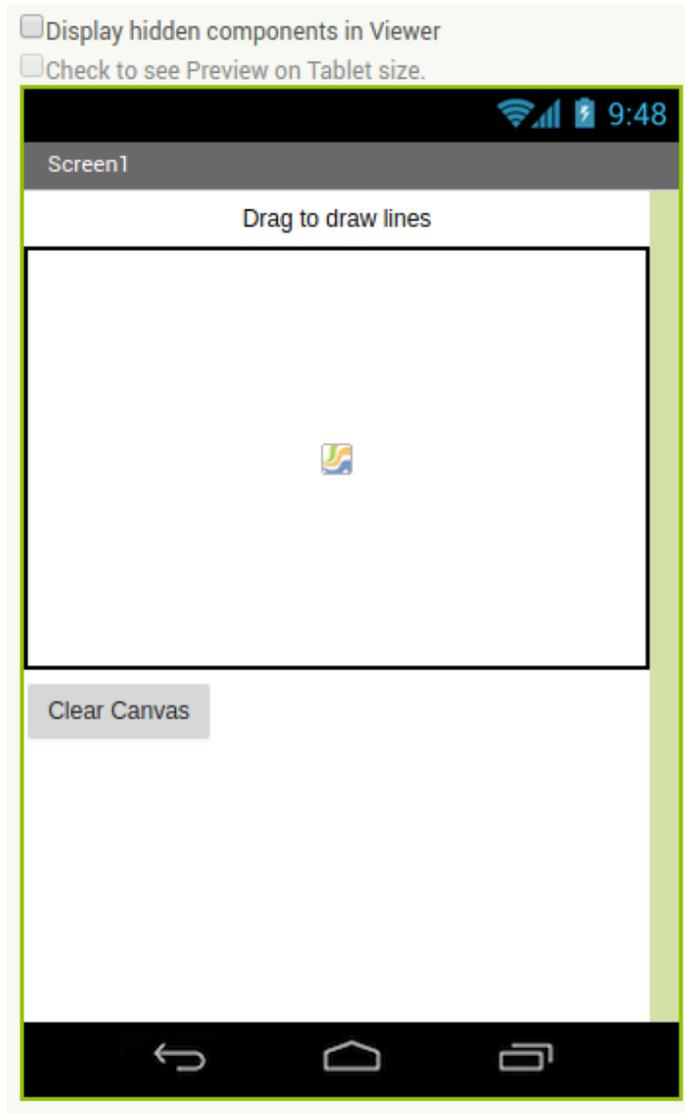




## Drawing on a Canvas

Drag your finger across the screen to  
Draw a curved line along the path of your finger.



## Getting Ready

You will need the following components  
in your design screen:

- \* Canvas
- \* Button
- \* Label

## Blocks Editor

```
when Canvas1 .Dragged
  startX startY prevX prevY currentX currentY draggedAnySprite
do
  call Canvas1 .DrawLine
    x1 get prevX
    y1 get prevY
    x2 get currentX
    y2 get currentY
```

```
when ClearButton .Click
do
  call Canvas1 .Clear
```

## What does it mean?

When the **Canvas1.Dragged** event is triggered, a curved line will be drawn from where you finger started on the screen to where it was dragged.

When the **Clear.Click** button is touched the canvas will be cleared.

