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

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.