Drawing on a Canvas

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

Get Ready

You will need these components in your design screen:
- Canvas
- Button
- Label

Try These Blocks

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.