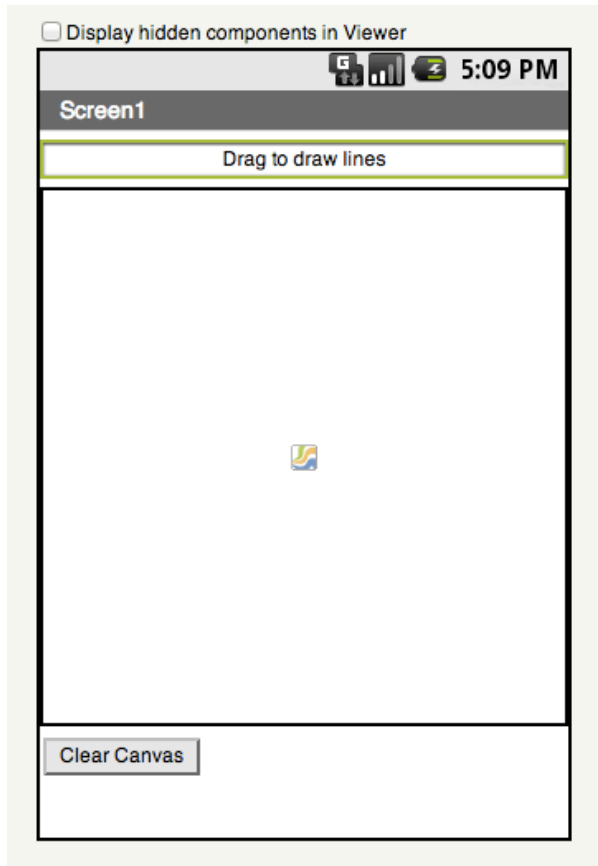




Drawing on a Canvas

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

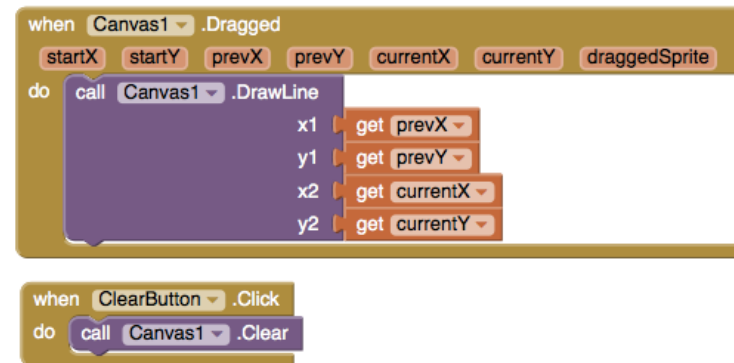


Get Ready

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.

