

# Progress

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```
<progress value="22" max="100"></progress>
```



# Web Storage

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```
localStorage.setItem("state", "California");  
localStorage.getItem("state");  
localStorage.removeItem("state");  
localStorage.state = "Missouri";
```

# Drag and Drop

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- **Mark elements draggable:**

```
<img draggable="true">
```

- **New events:**

- **ondragstart**: when user “picks” up object to drag
- **ondragover**: when user drags object over an HTML element
- **ondrop**: when user drops object

- **Passing information from source to target:**

- One or more type-value pairs
- In ondragstart handler:

```
event.dataTransfer.setData(type, value);
```
- In ondragover and ondrop handlers:

```
var value = event.dataTransfer.getData(type);
```



# Simple Canvas Example

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```
<canvas id="canvas1">
```

```
  Your browser doesn't support canvases
```

```
</canvas>
```

```
var canvas = document.getElementById("canvas1");
```

```
var context = canvas.getContext("2d");
```

```
context.strokeStyle = "#ff0000";
```

```
context.lineWidth = 8;
```

```
context.beginPath();
```

```
context.moveTo(50, 100);
```

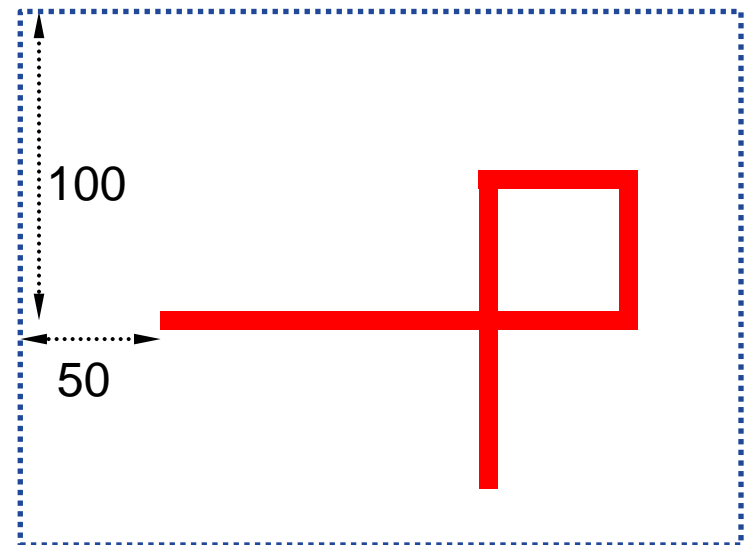
```
context.lineTo(200, 100);
```

```
context.lineTo(200, 50);
```

```
context.lineTo(150, 50);
```

```
context.lineTo(150, 150);
```

```
context.stroke();
```



# More Complex Canvas Example

