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Graph2D: An Interactive Graphing Library using the HTML Canvas.

HTML 5 officially codifies the HTML canvas element now available in a number of web browsers. The canvas element provides an API to Javascript for 2-dimensional drawing and rendering of text. This talk will demonstrate the use of the HTML canvas as a "mathlet" to provide interactive graphing using a library written by the author.

The process of constructing and using the library has been reduced to a simple "microformat" that educational content authors can use to construct interactive graphs on their web pages. By a simple inclusion of the Javascript libraries, the descriptions are turned into an interactive graph with zooming, panning, and axis controls. Some feedback from use in a classroom setting and on the desktop and mobile browsers will be presented. (Received September 22, 2009)