**canvas-Beispiele** (**canvas** = Leinwand) (wir zeichnen)

**canvas1.html**

<html>

 <head>

 <title>Rechteck mit Diagonale</title>

 </head>

 <body>

 <**canvas** id="canvas1" width="600px" height="400px"><**/canvas**>

 <script>

 **function draw()**

 {

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

 if (canvas.getContext)

 {

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

 context.beginPath();

 context.moveTo(0, 0);

 context.strokeStyle = "#f00";

 context.lineWidth = 2;

 context.lineTo(598, 398);

 context.closePath();

 context.stroke();

 context.strokeStyle = "#0f0";

 context.lineWidth = 2;

 context.strokeRect(1, 1, 598, 398);

 }

 }

 window.onload = function(){

 draw();

 }

 </script>

 </body>

</html>

**Output ⇨**



**canvas2.html**

<html>

 <head>

 <title>Rechteck schwarz/weiß</title>

 </head>

 <body>

 <**canvas** id="canvas1" width="600px" height="400px"><**/canvas**>

 <script>

 **function draw()**

 {

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

 if (canvas.getContext)

 {

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

 context.beginPath();

 context.moveTo(1, 1);

 context.strokeStyle = "#000";

 context.lineWidth = 2;

 context.lineTo(590, 398);

 context.lineTo(1, 398);

 context.closePath();

 context.stroke();

 context.beginPath();

 context.moveTo(598, 0);

 context.fillStyle = "#000";

 context.lineWidth = 2;

 context.lineTo(8, 0);

 context.lineTo(598, 398);

 context.closePath();

 context.fill();

 }

 }

 window.onload = function() {

 draw();

 }

 </script>

 </body>

</html>

**Output ⇨**



**canvas3.html**

<html>

 <head>

 <title>Herz</title>

 </head>

 <body>

 <**canvas** id="canvas1" width="600px" height="400px"><**/canvas**>

 <script>

 **function draw()**

 {

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

 if (canvas.getContext)

 {

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

 context.beginPath();

 context.moveTo(75,40);

 context.bezierCurveTo(75,37,70,25,50,25);

 context.bezierCurveTo(20,25,20,62.5,20,62.5);

 context.bezierCurveTo(20,80,40,102,75,120);

 context.bezierCurveTo(110,102,130,80,130,62.5);

 context.bezierCurveTo(130,62.5,130,25,100,25);

 context.bezierCurveTo(85,25,75,37,75,40);

 context.fill();

 }

 }

 window.onload = function(){

 draw();

 }

 </script>

 </body>

</html>

**Output ⇨**



**canvas4.html**

<html>

 <head>

 <title>Testbild</title>

 </head>

 <body>

 <**canvas** id="canvas1" width="640px" height="400px"><**/canvas**>

 <script>

 **function draw()**

 {

 var image = new Image();

 image.onload = function()

 {

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

 if (canvas.getContext)

 {

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

 for (var i=0;i < 10;i++)

 {

 for (var j=0;j < 4;j++)

 {

 context.drawImage(image, i \* 64, j \* 56);

 }

 }

 }

 }

 image.src = "Testbild.png";

 }

 window.onload = function() {

 draw();

 }

 </script>

 </body>

</html>

**Output ⇨**



**canvas5.html**

<html>

 <head>

 <title>Testbild</title>

 </head>

 <body>

 <canvas id="canvas1" width="640px" height="400px"></canvas>

 <script>

 var currentIndex = 0;

 var image = new Image();

 function draw()

 {

 image.onload = function()

 {

 startAnimation();

 }

 image.src = "Testbild.png";

 }

 window.onload = function() {

 draw();

 }

 function startAnimation()

 {

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

 if (canvas.getContext)

 {

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

 context.translate(250, 150);

 runAnimation();

 }

 }

 function runAnimation()

 {

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

 if (canvas.getContext)

 {

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

 context.save();

 context.rotate(currentIndex \* Math.PI / 16);

 context.drawImage(image, 30, 0);

 context.restore();

 currentIndex++;

 if (currentIndex >= 32)

 currentIndex = 0;

 setTimeout(runAnimation, 50);

 }

 }

 </script>

 </body>

</html>

**Output ⇨** (Animation)

 