

canvas-Beispiele (canvas = Leinwand)

(wir zeichnen)

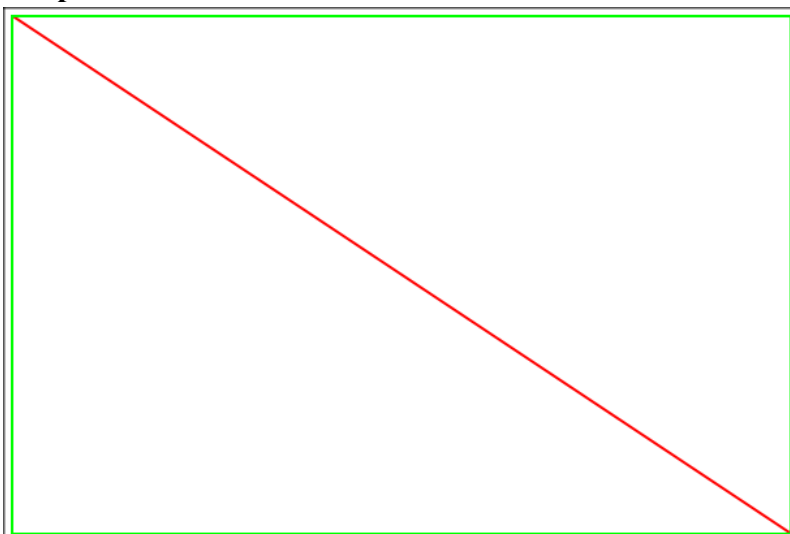
canvas1.html

```
<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 ⇨

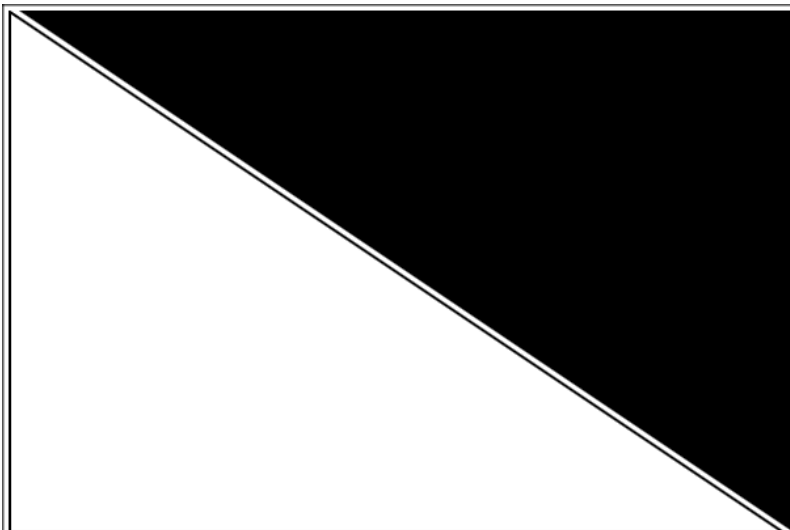
canvas2.html

```
<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 ⇨

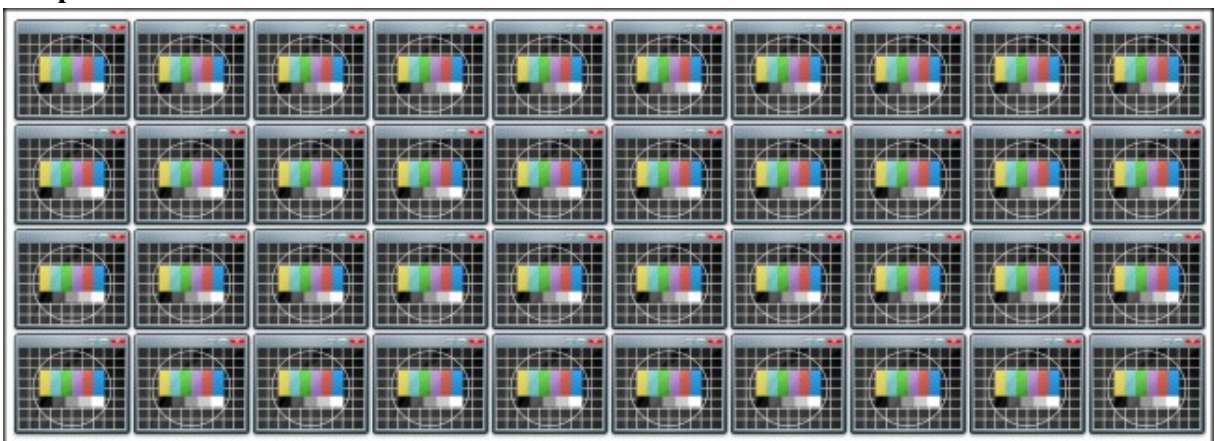
canvas4.html

```
<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)

