**canvas\_clock-01.html**

<!DOCTYPE html>

<html>

 <body>

 <canvas id="canvas" width="400" height="400"

 style="background-color:#333">

 </canvas>

 <script>

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

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

 var radius = canvas.height / 2;

 ctx.translate(radius, radius);

 drawClock();

 **function drawClock()**

 {

 ctx.arc(0, 0, radius, 0 , 2\*Math.PI);

 ctx.fillStyle = "white";

 ctx.fill();

 }

 </script>

 </body>

</html>

**canvas\_clock-02.html**

<!DOCTYPE html>

<html>

 <body>

 <canvas id="canvas" width="400" height="400"

 style="background-color:#333">

 </canvas>

 <script>

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

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

 var radius = canvas.height / 2;

 ctx.translate(radius, radius);

 drawClock();

 **function drawClock()**

 {

 drawFace(ctx, radius);

 }

 **function drawFace(ctx, radius)**

 {

 var grad;

 ctx.beginPath();

 ctx.arc(0, 0, radius, 0, 2 \* Math.PI);

 ctx.fillStyle = 'white';

 ctx.fill();

 grad = ctx.createRadialGradient(0, 0, radius \* 0.95, 0, 0, radius \* 1.05);

 grad.addColorStop(0, '#333');

 grad.addColorStop(0.5, 'white');

 grad.addColorStop(1, '#333');

 ctx.strokeStyle = grad;

 ctx.lineWidth = radius \* 0.1;

 ctx.stroke();

 ctx.beginPath();

 ctx.arc(0, 0, radius\*0.1, 0, 2 \* Math.PI);

 ctx.fillStyle = '#333';

 ctx.fill();

 }

 </script>

 </body>

</html>

**canvas\_clock-03.html**

<!DOCTYPE html>

<html>

 <body>

 <canvas id="canvas" width="400" height="400"

 style="background-color:#333">

 </canvas>

 <script>

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

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

 var radius = canvas.height / 2;

 ctx.translate(radius, radius);

 drawClock();

 **function drawClock()**

 {

 drawFace(ctx, radius);

 drawNumbers(ctx, radius);

 }

 **function drawFace(ctx, radius)**

 {

 var grad;

 ctx.beginPath();

 ctx.arc(0, 0, radius, 0, 2 \* Math.PI);

 ctx.fillStyle = 'white';

 ctx.fill();

 grad = ctx.createRadialGradient(0, 0, radius \* 0.95, 0, 0, radius \* 1.05);

 grad.addColorStop(0, '#333');

 grad.addColorStop(0.5, 'white');

 grad.addColorStop(1, '#333');

 ctx.strokeStyle = grad;

 ctx.lineWidth = radius \* 0.1;

 ctx.stroke();

 ctx.beginPath();

 ctx.arc(0, 0, radius\*0.1, 0, 2 \* Math.PI);

 ctx.fillStyle = '#333';

 ctx.fill();

 }

 **function drawNumbers(ctx, radius)**

 {

 var ang;

 var num;

 ctx.font = radius \* 0.15 + "px arial";

 ctx.textBaseline = "middle";

 ctx.textAlign = "center";

 for (num = 1;num < 13;num++)

 {

 ang = num \* Math.PI / 6;

 ctx.rotate(ang);

 ctx.translate(0, -radius \* 0.85);

 ctx.rotate(-ang);

 ctx.fillText(num.toString(), 0, 0);

 ctx.rotate(ang);

 ctx.translate(0, radius \* 0.85);

 ctx.rotate(-ang);

 }

 }

 </script>

 </body>

</html>

**canvas\_clock-04.html**

<!DOCTYPE html>

<html>

 <body>

 <canvas id="canvas" width="400" height="400"

 style="background-color:#333">

 </canvas>

 <script>

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

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

 var radius = canvas.height / 2;

 ctx.translate(radius, radius);

 radius = radius \* 0.90

 drawClock();

 **function drawClock()**

 {

 drawFace(ctx, radius);

 drawNumbers(ctx, radius);

 drawTime(ctx, radius);

 }

 **function drawFace(ctx, radius)**

 {

 var grad;

 ctx.beginPath();

 ctx.arc(0, 0, radius, 0, 2 \* Math.PI);

 ctx.fillStyle = 'white';

 ctx.fill();

 grad = ctx.createRadialGradient(0, 0, radius \* 0.95, 0, 0, radius \* 1.05);

 grad.addColorStop(0, '#333');

 grad.addColorStop(0.5, 'white');

 grad.addColorStop(1, '#333');

 ctx.strokeStyle = grad;

 ctx.lineWidth = radius \* 0.1;

 ctx.stroke();

 ctx.beginPath();

 ctx.arc(0, 0, radius\*0.1, 0, 2 \* Math.PI);

 ctx.fillStyle = '#333';

 ctx.fill();

 }

 **function drawNumbers(ctx, radius)**

 {

 var ang;

 var num;

 ctx.font = radius \* 0.15 + "px arial";

 ctx.textBaseline = "middle";

 ctx.textAlign = "center";

 for (num = 1;num < 13;num++)

 {

 ang = num \* Math.PI / 6;

 ctx.rotate(ang);

 ctx.translate(0, -radius \* 0.85);

 ctx.rotate(-ang);

 ctx.fillText(num.toString(), 0, 0);

 ctx.rotate(ang);

 ctx.translate(0, radius \* 0.85);

 ctx.rotate(-ang);

 }

 }

 **function drawTime(ctx, radius)**

 {

 var now = new Date();

 var hour = now.getHours();

 var minute = now.getMinutes();

 var second = now.getSeconds();

 **// hour**

 hour = hour % 12;

 hour = (hour \* Math.PI / 6) +

 (minute \* Math.PI / ( 6 \* 60)) +

 (second \* Math.PI / (360 \* 60));

 drawHand(ctx, hour, radius \* 0.5, radius \* 0.07);

 **// minute**

 minute = (minute \* Math.PI / 30) + (second \* Math.PI / (30 \* 60));

 drawHand(ctx, minute, radius \* 0.8, radius \* 0.07);

 **// second**

 second = (second \* Math.PI/30);

 drawHand(ctx, second, radius \* 0.9, radius \* 0.02);

 }

 **function drawHand(ctx, pos, length, width)**

 {

 ctx.beginPath();

 ctx.lineWidth = width;

 ctx.lineCap = "round";

 ctx.moveTo(0,0);

 ctx.rotate(pos);

 ctx.lineTo(0, -length);

 ctx.stroke();

 ctx.rotate(-pos);

 }

 </script>

 </body>

</html>

**canvas\_clock-05.html**

<!DOCTYPE html>

<html>

 <body>

 <canvas id="canvas" width="400" height="400"

 style="background-color:#333">

 </canvas>

 <script>

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

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

 var radius = canvas.height / 2;

 ctx.translate(radius, radius);

 radius = radius \* 0.90

 **setInterval(drawClock, 1000);**

 **function drawClock()**

 {

 drawFace(ctx, radius);

 drawNumbers(ctx, radius);

 drawTime(ctx, radius);

 }

 **function drawFace(ctx, radius)**

 {

 var grad;

 ctx.beginPath();

 ctx.arc(0, 0, radius, 0, 2\*Math.PI);

 ctx.fillStyle = 'white';

 ctx.fill();

 grad = ctx.createRadialGradient(0,0,radius\*0.95, 0,0,radius\*1.05);

 grad.addColorStop(0, '#333');

 grad.addColorStop(0.5, 'white');

 grad.addColorStop(1, '#333');

 ctx.strokeStyle = grad;

 ctx.lineWidth = radius\*0.1;

 ctx.stroke();

 ctx.beginPath();

 ctx.arc(0, 0, radius\*0.1, 0, 2\*Math.PI);

 ctx.fillStyle = '#333';

 ctx.fill();

 }

 **function drawNumbers(ctx, radius)**

 {

 var ang;

 var num;

 ctx.font = radius\*0.15 + "px arial";

 ctx.textBaseline="middle";

 ctx.textAlign="center";

 for(num = 1; num < 13; num++){

 ang = num \* Math.PI / 6;

 ctx.rotate(ang);

 ctx.translate(0, -radius\*0.85);

 ctx.rotate(-ang);

 ctx.fillText(num.toString(), 0, 0);

 ctx.rotate(ang);

 ctx.translate(0, radius\*0.85);

 ctx.rotate(-ang);

 }

 }

 **function drawTime(ctx, radius)**

 {

 var now = new Date();

 var hour = now.getHours();

 var minute = now.getMinutes();

 var second = now.getSeconds();

 **// hour**

 hour=hour%12;

 hour=(hour\*Math.PI/6)+

 (minute\*Math.PI/(6\*60))+

 (second\*Math.PI/(360\*60));

 drawHand(ctx, hour, radius\*0.5, radius\*0.07);

 **// minute**

 minute=(minute\*Math.PI/30)+(second\*Math.PI/(30\*60));

 drawHand(ctx, minute, radius\*0.8, radius\*0.07);

 **// second**

 second=(second\*Math.PI/30);

 drawHand(ctx, second, radius\*0.9, radius\*0.02);

 }

 **function drawHand(ctx, pos, length, width)**

 {

 ctx.beginPath();

 ctx.lineWidth = width;

 ctx.lineCap = "round";

 ctx.moveTo(0,0);

 ctx.rotate(pos);

 ctx.lineTo(0, -length);

 ctx.stroke();

 ctx.rotate(-pos);

 }

 </script>

 </body>

</html>