

[canvas_clock-01.html](#)

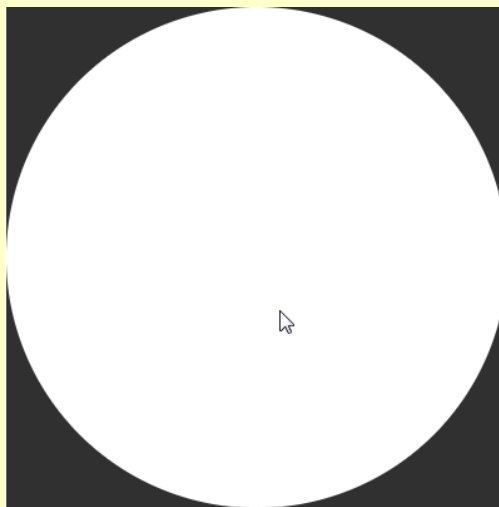
```

<!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;

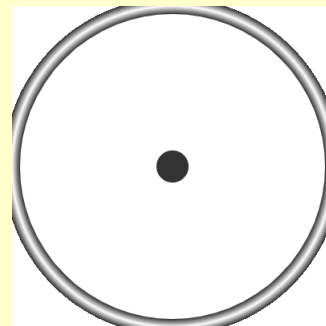
      ctx.translate(radius, radius);
      drawClock();

      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;

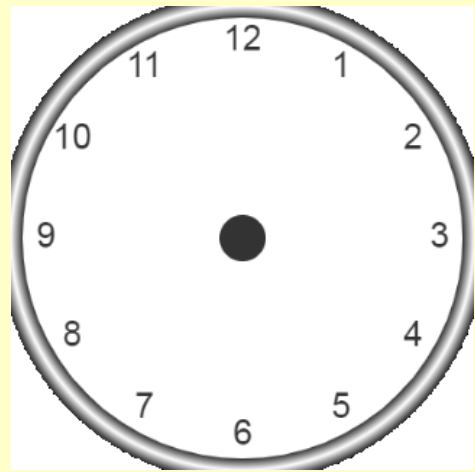
        ctx.beginPath();
        ctx.arc(0, 0, radius, 0, 2 * Math.PI);
        ctx.fillStyle = 'white';
        ctx.fill();
        grad = ctx.createRadialGradient(0, 0, radius * 0.95, 0, 0, radius * 1.05);
        grad.addColorStop(0, '#333');
        grad.addColorStop(0.5, 'white');
        grad.addColorStop(1, '#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();

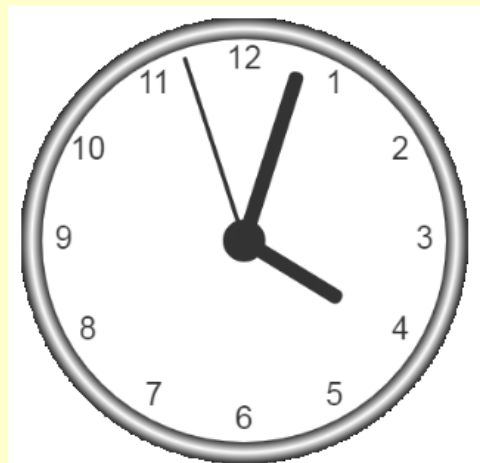
      // hour
      hour = hour % 12;
      hour = (hour * Math.PI / 6) +
        (minute * Math.PI / (6 * 60)) +
        (second * Math.PI / (360 * 60));
      drawHand(ctx, hour, radius * 0.5, radius * 0.07);

      // 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>

```

