

OBJECT ORIENTED JAVASCRIPT

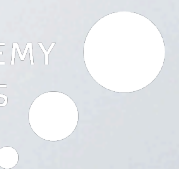
and the <canvas> element

What is Object Oriented Programming?

JavaScript and Object Orientation

<canvas>

Live coding

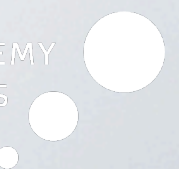


Object Oriented Programming

Abstraction

Objects consists of data
(attributes) and methods

Objects are instances of classes
(which are blueprints)

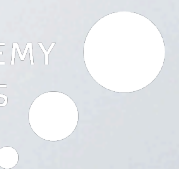


Object Oriented Programming

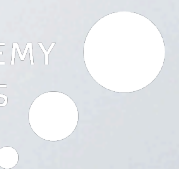
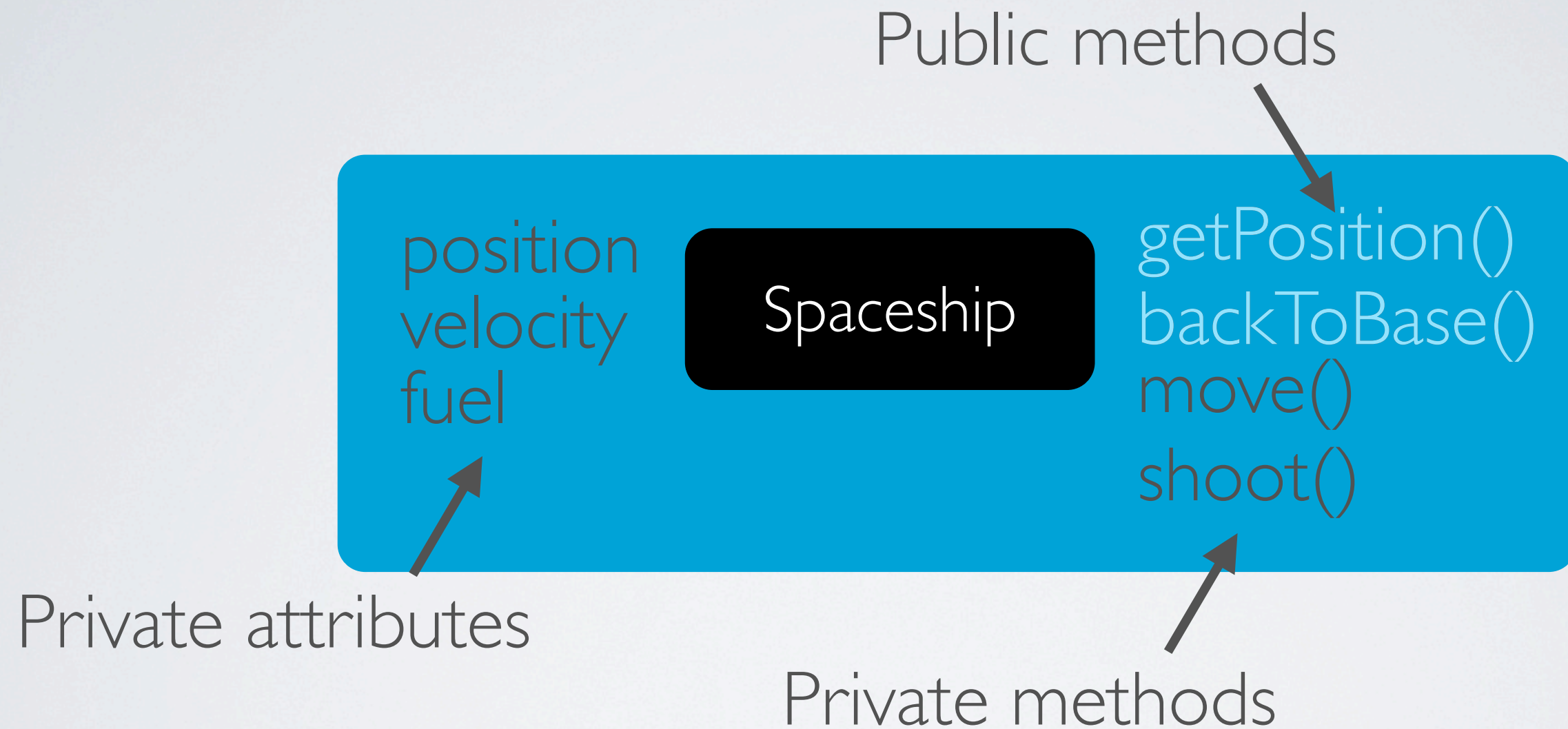
Two Key Concepts

Encapsulation

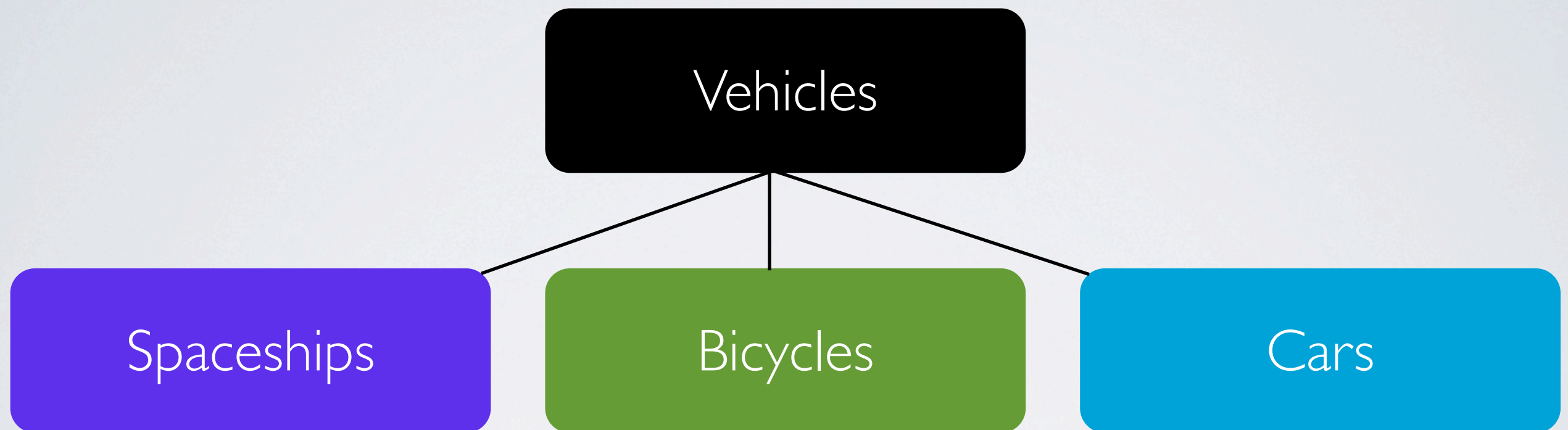
Inheritance



Encapsulation



Inheritance

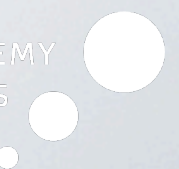


JavaScript and OO

Loosely-typed

“Object-based”

Prototypical



HTML5 <canvas>

Unlike the DOM <canvas>
has no objects

Renders graphics

Utilizes the GPU (= fast
rendering of graphics)

HTML5 <canvas> API

<http://html5doctor.com/an-introduction-to-the-canvas-2d-api/>

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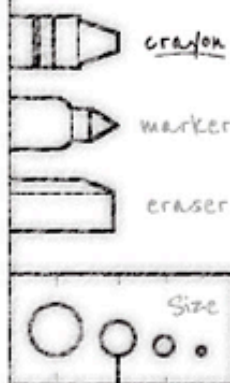
CREATE A DRAWING APP WITH HTML5 CANVAS AND JAVASCRIPT

by William Malone

Colors



Tools



This tutorial will take you step by step through the development of a simple web drawing application using HTML5 canvas and its partner JavaScript. The aim of this article is to explore the process of creating a simple app along the way learn:

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HTML5 Game Character



HTML5 Canvas Paint Bucket



HTML5 Canvas Example

<http://9elements.com/io/projects/html5/canvas/>

<http://www.andrew-hoyer.com/andrewhoyer/experiments/cloth/>

http://www.feedtank.com/labs/html_canvas/

<http://www.mrspeaker.net/dev/parcycle/>

