

Day-35(canvas , snake game)

Tuesday, 7 November 2023 8:08 PM

Canvas

HTML Webapi → Yes
✓ [① canvas
② Svg]

→ HTML element ✓

<section>
<div>

<canvas>

</canvas>

→ they work as tags
✓ But actually
they are APIs

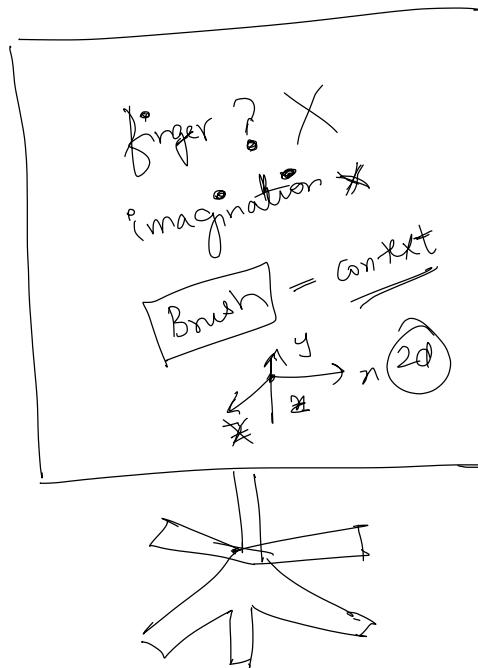
Canvas → draw / display graphics on your web page.

eg (lines, square)
rectangle, text

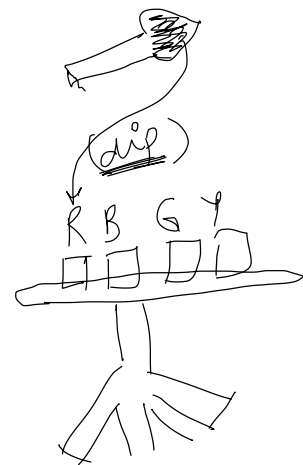
Canvas → painter

✓ Canvas → white board
✓ Context → brush?

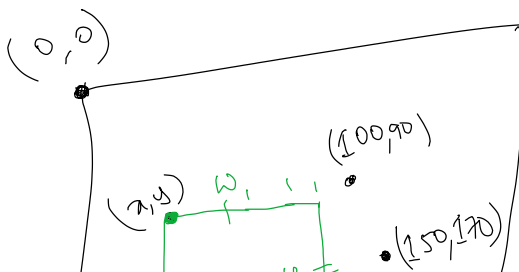
Painter



draw ~
paint ~

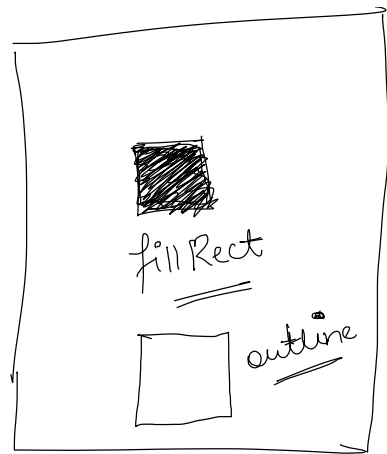


Paints



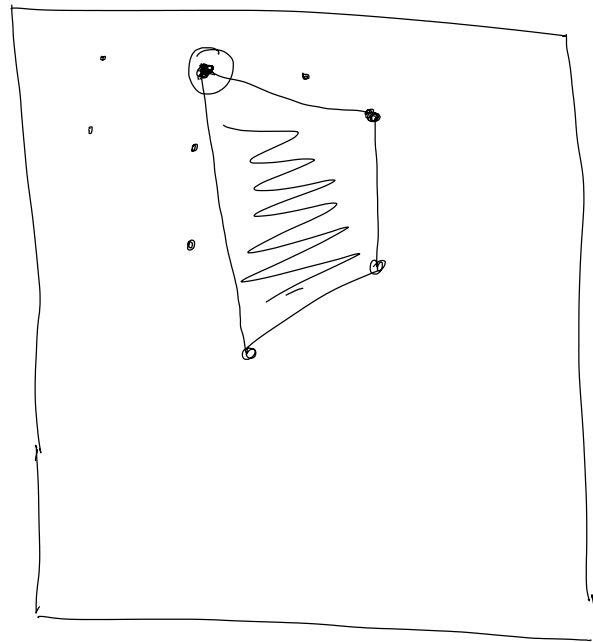
(x, y, w, h)

- Draw Red
1. Pehle dip ✓
 2. Baad mei 2



Strokefact (x, y, w, h)

path



Path
Begin → brush pick

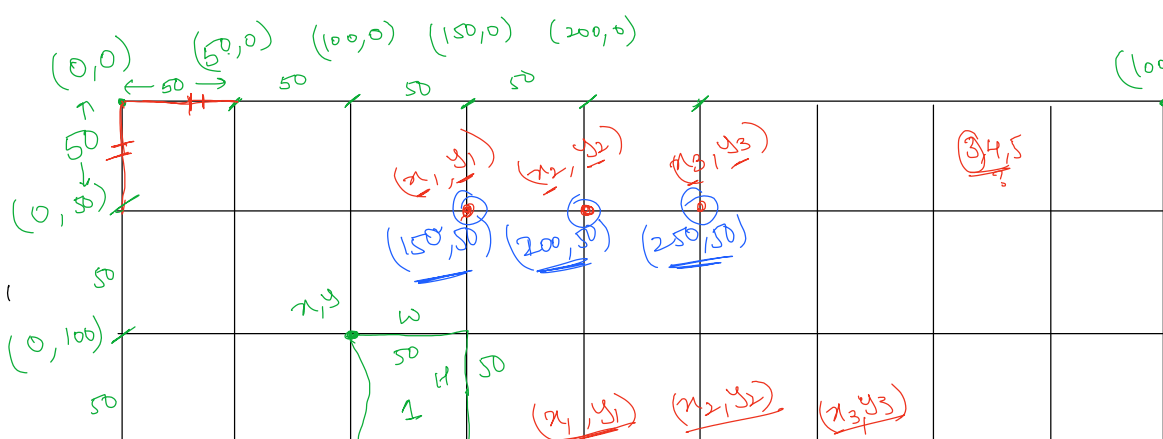
move to →

line to \rightarrow

line to \rightarrow

$$g_{11}()$$

Close path

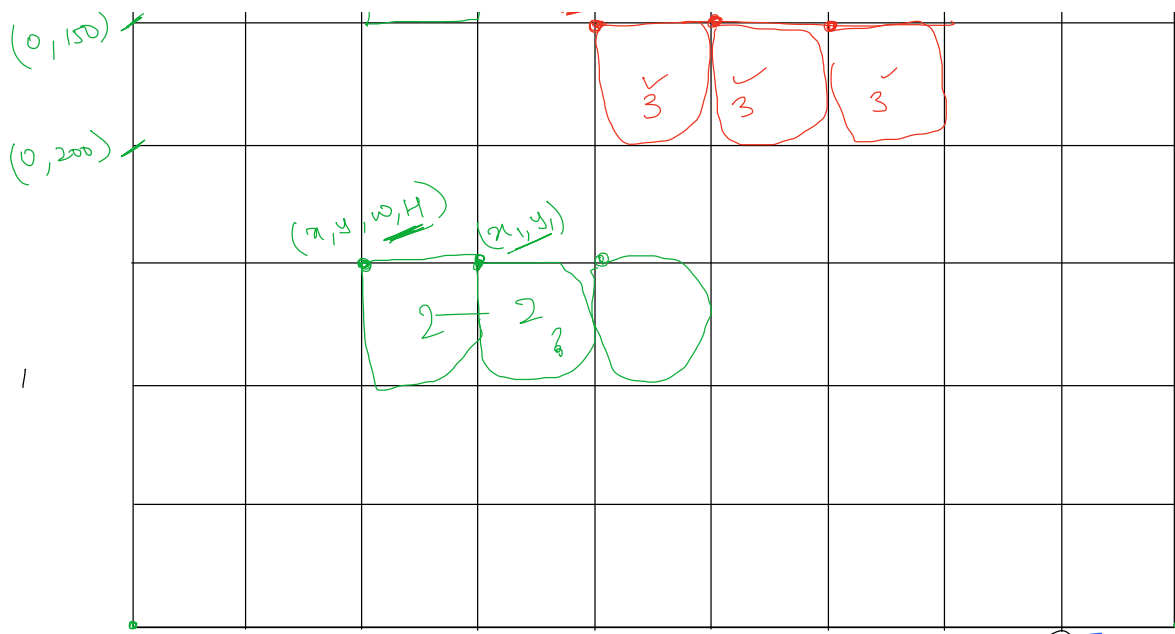


$(1000, 0)$ $H = 600$
 $W = 1000$
 \rightarrow Cell size = $\frac{W}{H}$

night

update

L
 R
 $L =$
 R



100ms → 100
 ↓
 update
 ↓
 draw

2 functions

Snake body

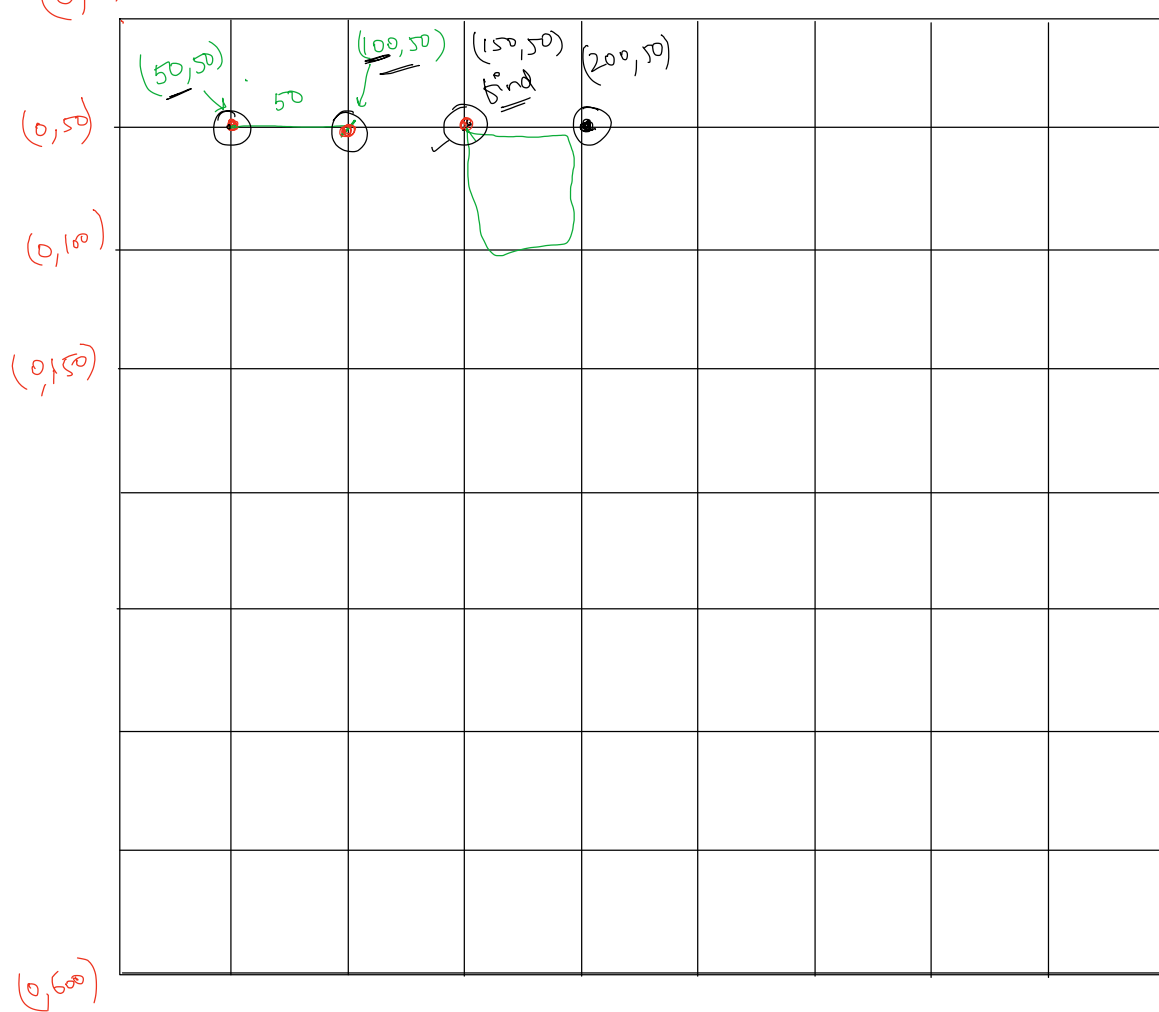
↓
 Rectangle

(0,600)

$I = L-2$
 $\rightarrow 3 [L-1][L]$
 $I+2$
 $[150, 50], [200, 50], [250, 50]$
 Snake Rectangle \Rightarrow 2D array

Snake Cells [0]
 ↓
 Length =

(0,0) (50,0) (100,0) (150,0) (200,0) (250,0) (300,0) (350,0) (1000,0)



$L=1$
 $R=1$

① 200ms
 ↓
 right J'
 ② 200ms
 ↓
 right

newHeadX
 newHeadY

(1000, 600)

[illegible]