Canvas tag

Axis systems from up to down, left to right

const canvas =   document.getElementById("myCanvas"); select element

const   ctx  =   canvas.getContext("2d"); apply 2d system for ID

ctx.fillStyle="blue"; fill color

ctx.fillRect(0,0,50,50); box including (x, y, w, h)

setInterval(main,1000); run function after 1000ms

add text

ctx.font="48px serif";

ctx.fillText("check",character\_x,character\_y-10);

ctx.clearRect(0,0,CANVAS\_WIDTH,CANVAS\_HEIGHT); CLEAR PREVIOUS DISPLAY

!true= false

**Keyboard setting**

function setKeyListener() {

    function myTest(x) {

        if (x.key==="ArrowRight") {

            character\_x+=5;

        }

        if (x.key==="ArrowLeft") {

            character\_x-=5;

        }

        if (x.key==="ArrowUp") {

            character\_y-=5;

        }

        if (x.key==="ArrowDown") {

            character\_y+=5;

        }

    }

    document.addEventListener("keydown",myTest);

}

setKeyListener();