

Snake Game Development Part 3 :

Previous Part Code:

```
<html>

<head>

<title>Canvas</title>

<style>

canvas{

    border:#000000 1px solid;

}

</style>

<script>

    var c;

    var ctx;

    function init(){

        c = document.getElementById("myCanvas");

        ctx = c.getContext('2d');

        draw();
```

```
}
```

```
function draw(){  
ctx.fillStyle = "#ff0000";  
//ctx.fillRect(x axis,y axis,width,height)  
ctx.fillRect(30,30,100,100);  
}  
</script>  
</head>  
<body onload="init()">  
<canvas id="myCanvas" width="400"height="150">  
<p> Sorry, your browser doesn't use the canvas feature  
</canvas>  
</body>  
</html>
```

.....

Stroke and Stroke Outline:

```
<html>

<head>

<title>Canvas</title>

<style>

canvas{

  border:#000000 1px solid;

}

</style>

<script>

  var c;

  var ctx;

  function init(){

    c = document.getElementById("myCanvas");

    ctx = c.getContext('2d');

    draw();

  }

  function draw(){

    ctx.fillStyle = "#ff0000";

    //ctx.fillRect(x axis,y axis,width,height)
```

```
ctx.fillRect(30,30,50,50);  
ctx.strokeStyle= "#000000";  
ctx.strokeRect(30,30,50,50);  
ctx.lineWidth = 3; // Stroke width  
}  
</script>  
</head>  
<body onload="init()">  
<canvas id="myCanvas" width="400"height="150">  
  <p> Sorry, your browser doesn't use the canvas feature  
</canvas>  
</body>  
</html>
```

Draw Black Square:

```
<html>  
<head>  
<title>Canvas</title>  
<style>  
canvas{
```

```
border:#000000 1px solid;
}
</style>
<script>
    var c;
    var ctx;

    function init(){
        c = document.getElementById("myCanvas");
        ctx = c.getContext('2d');
        draw();
    }

    function draw(){
        ctx.fillStyle = "#ff0000";
        //ctx.fillRect(x axis,y axis,width,height)

        ctx.fillRect(30,30,50,50);
        ctx.strokeStyle= "#000000";
        ctx.strokeRect(30,30,50,50);
        ctx.lineWidth = 3; // Stroke width
```

```
// Draw black square
```

```
ctx.fillStyle = "#000000";
```

```
ctx.fillRect(40,40,50,50);
```

```
}
```

```
</script>
```

```
</head>
```

```
<body onload="init()">
```

```
<canvas id="myCanvas" width="400"height="150">
```

```
<p> Sorry, your browser doesn't use the canvas feature
```

```
</canvas>
```

```
</body>
```

```
</html>
```

.....

How to draw text : (Gradient and Text In Canvas)

Code:

```
<html>

<head>

<title>Canvas</title>

<style>

canvas{

  border:#000000 1px solid;

}

</style>

<script>

  var c;

  var ctx;


  function init(){

    c = document.getElementById("myCanvas");

    ctx = c.getContext('2d');

    draw();

  }
```

```
function draw(){
ctx.fillStyle = "#ff0000";
//ctx.fillRect(x axis,y axis,width,height)

ctx.fillRect(30,30,50,50);
ctx.strokeStyle= "#000000";
ctx.strokeRect(30,30,50,50);
ctx.lineWidth = 3; // Stroke width

// Draw black square

ctx.fillStyle = "#000000";
ctx.fillRect(40,40,50,50);
ctx.font = "30px Arial";

var gradient = ctx.createLinearGradient(0,0,c.width,0);

//( y coordinate of endpoint last).

gradient.addColorStop("0","red");
gradient.addColorStop("1","black");
```



```
// Fill text with gradient
```

```
ctx.fillStyle = gradient;
```

```
ctx.fillText("My Company",100,80);
```

```
}
```

```
</script>
```

```
</head>
```

```
<body onload="init()">
```

```
<canvas id="myCanvas" width="400"height="150">
```

```
<p> Sorry, your browser doesn't use the canvas feature
```

```
</canvas>
```

```
</body>
```

```
</html>
```

```
.....
```

Canvas background color and draw line:

```
<html>

<head>

<title>Canvas</title>

<style>

canvas{

    border:#000000 1px solid;

    background-color:#f4f4f4;

}

</style>

<script>

    var c;

    var ctx;


    function init(){

        c = document.getElementById("myCanvas");

        ctx = c.getContext('2d');

        draw();

    }


    function draw(){
```

```
ctx.fillStyle = "#ff0000";  
//ctx.fillRect(x axis,y axis,width,height)
```

```
ctx.fillRect(30,30,50,50);  
ctx.strokeStyle= "#000000";  
ctx.strokeRect(30,30,50,50);  
ctx.lineWidth = 3; // Stroke width
```

```
// Draw black square
```

```
ctx.fillStyle = "#000000";  
ctx.fillRect(40,40,50,50);  
ctx.font = "30px Arial";  
var gradient = ctx.createLinearGradient(0,0,c.width,0);  
//( y coordinate of endpoint last).  
gradient.addColorStop("0","red");  
gradient.addColorStop("1","black");  
// Fill text with gradient
```

```
ctx.fillStyle = gradient;  
ctx.fillText("IT Full Knowledge",100,80);
```

```
// Define Line :
```

```
ctx.strokeStyle= "#000000";
```

```
ctx.fillStyle= "#ff0000";
```

```
ctx.lineWidth =2;
```

```
ctx.beginPath();
```

```
ctx.moveTo(90,90);
```

```
ctx.lineTo(350,90);
```

```
ctx.stroke();
```

```
ctx.closepath();
```

```
}
```

```
</script>
```

```
</head>
```

```
<body onload="init()">
```

```
<canvas id="myCanvas" width="400"height="150">
```

```
<p> Sorry, your browser doesn't use the canvas feature
```

```
</canvas>
```

```
</body>
```

```
</html>
```

```
=====
```

