Snake Game Development Part 4 : Animating Circles

1) Draw a canvas and give it a border.
   (Canvas 600*400 border 1px solid black)
   e.g:

```
<!doctype html>
<html>
<head>
<title>Animating Circles </title>
<style>
#myCanvas{
border:1px solid black;
}
</style>
</head>
<body>
<canvas id="myCanvas" width="600px"
height="400px">
<p> Sorry your browser does not support
canvas</p>
</canvas>
</body>
</html>
```

2) Write script (JS):

```
<!doctype html>
<html>
<head>
<title>Animating Circles </title>
<style>
#myCanvas{
border:1px solid black;
}
</style>
<script>
// Now we will use JS
var c;
var ctx;
function init(){
var c = document.getElementById("myCanvas");
ctx = c.getContext("2d");
draw();
```

```javascript
}

function draw()

{

var posX = 0;

var posY = 0;

setInterval(function(){

posX +=1;

posY +=1;


// Rectangle move

ctx.clearRect(0,0,c.width,c.height);

ctx.fillStyle="red";

// ctx.fillRect(0,0,50,50);

ctx.fillRect(posX,0,50,50);
```

```
},300);

}

        </script>
        </head>
        <body onload="init()">
        <canvas id="myCanvas" width="600px"
        height="400px">
        <p> Sorry your browser does not support
        canvas</p>
        </canvas>
        </body>
        </html>
```

3) **Animate One Circle**:

```html
<!doctype html>
<html>
<head>
<title>Animating Circles </title>
<style>
#myCanvas{
border:1px solid black;
}
</style>
<script>
//   Now we will use JS

var c;

var ctx;

function init(){

var c = document.getElementById("myCanvas");

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

draw();
```

```
}

function draw()
{
var posX = 0;
var posY = 0;
setInterval(function(){
posX +=1;
posY +=1;
// Rectangle with red color
ctx.fillStyle="red";
 ctx.fillRect(0,0,50,50);

// Switch it to black background
ctx.fillStyle="black";
 ctx.fillRect(0,0,c.width,c.height);
```

```
// Animate a white circle

ctx.fillStyle="white";

ctx.beginPath();

ctx.arc(posX,120,55,0,Math.PI*2);

ctx.fill();

},300);

}

        </script>
        </head>
        <body onload="init()">
        <canvas id="myCanvas" width="600px"
        height="400px">
        <p> Sorry your browser does not support
        canvas</p>
        </canvas>
        </body>
        </html>
```

4) Animate 3 Circles:

```html
<!doctype html>
<html>
<head>
<title>Animating Circles </title>
<style>
#myCanvas{
border:1px solid black;
}
</style>
<script>
//   Now we will use JS
var c;

var ctx;

function init(){

var c = document.getElementById("myCanvas");

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

draw();
```

```
}

function draw()
{
var posX = 0;
var posY = 0;
setInterval(function(){
posX +=1;
posY +=1;
// Rectangle with red color
ctx.fillStyle="red";
 ctx.fillRect(0,0,50,50);


// Switch it to black background
ctx.fillStyle="black";
 ctx.fillRect(0,0,c.width,c.height);
```

```
// Animate a white circle

ctx.fillStyle="white";

ctx.beginPath();

ctx.arc(posX,120,55,0,Math.PI*2);

ctx.fill();


// Animate a red circle

ctx.fillStyle="color";

ctx.beginPath();

ctx.arc(150,posY,78,0,Math.PI*2);

ctx.fill();


// Animate a blue circle

ctx.fillStyle="blue";

ctx.beginPath();

ctx.arc(350,posY,78,0,Math.PI*2);
```

```
ctx.fill();

},300);

}

        </script>
        </head>
        <body onload="init()">
        <canvas id="myCanvas" width="600px"
        height="400px">
        <p> Sorry your browser does not support
        canvas</p>
        </canvas>
        </body>
        </html>
```

Final Code:

```
<!doctype html>

<html>

<head>

<title>Animating Circles </title>

<style>

#myCanvas{

border:1px solid black;

}

</style>

<script>

    //   Now we will use JS

var c;

var ctx;

function init(){

c = document.getElementById("myCanvas");
```

```
if(c !=null)

{

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

}

draw();


}


function draw()

{

var posX = 0;

var posY = 0;

setInterval(function(){

posX +=1;

posY +=1;

// Rectangle with red color

//ctx.fillStyle="red";
```

```
// ctx.fillRect(0,0,50,50);


// Switch it to black background

ctx.fillStyle="black";

 ctx.fillRect(0,0,c.width,c.height);




// Animate a white circle

ctx.fillStyle="white";

ctx.beginPath();

ctx.arc(posX,120,55,0,Math.PI*2);

ctx.fill();


// Animate a red circle

ctx.fillStyle="red";

ctx.beginPath();

ctx.arc(150,posY,78,0,Math.PI*2);
```

```
ctx.fill();

// Animate a blue circle
ctx.fillStyle="blue";
ctx.beginPath();
ctx.arc(350,posY,78,0,Math.PI*2);
ctx.fill();
},50);
}
</script>
</head>
<body onload="init()">
<canvas id="myCanvas" width="600px" height="400px">
<p> Sorry your browser does not support canvas</p>
</canvas>
</body>
</html>
```