

se positionner sur le
canvas

Tracer une courbe ?

un boucle sur "t"

les abscisses et les
ordonnées

changer de référentiel

L'accroissement en x

L'outil CANVAS

User Interface

Layout

Media

Drawing and Animation

Ball

Canvas

ImageSprite

Maps

Charts

Chart

ChartData2D

Trendline

Data Science

Sensors

Social

Storage

Connectivity

LEGO® MINDSTORMS®

Experimental

Extension

Canvas

A two-dimensional touch-sensitive rectangular panel on which drawing can be done and sprites can be moved.

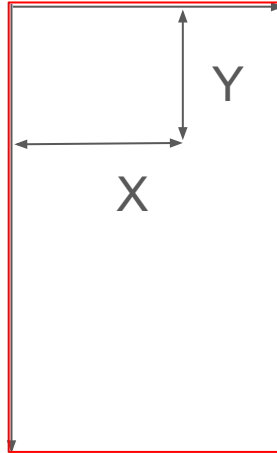
The BackgroundColor, PaintColor, BackgroundImage, width, and Height of the Canvas can be set in either the Designer or in the Blocks Editor. The width and Height are measured in pixels and must be positive.

Any location on the Canvas can be specified as a pair of (X, Y) values, where

- X is the number of pixels away from the left edge of the Canvas
- Y is the number of pixels away from the top edge of the Canvas

There are events to tell when and where a Canvas has been touched or a Sprite (ImageSprite or Ball) has been dragged. There are also methods for drawing points, lines, and circles.

[More information](#)



Screen1

MENU_HorizontalArran

MENU_Button1

Canvas2

CANVAS_VerticalArran

Canvas1

gommeSprite

Rename Delete

Media

eraser-6..._720.webp

Upload File ...

call Canvas1 .DrawLine

x1

y1

x2

y2

call Canvas1 .DrawPoint

x

y

call Canvas1 .DrawShape

pointList

fill true

call Canvas1 .DrawText

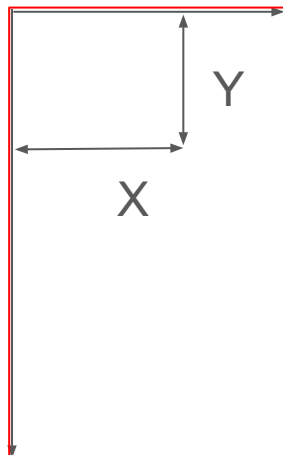
text

x

y

De Canvas aux fonctions mathématiques

Canvas1 Width



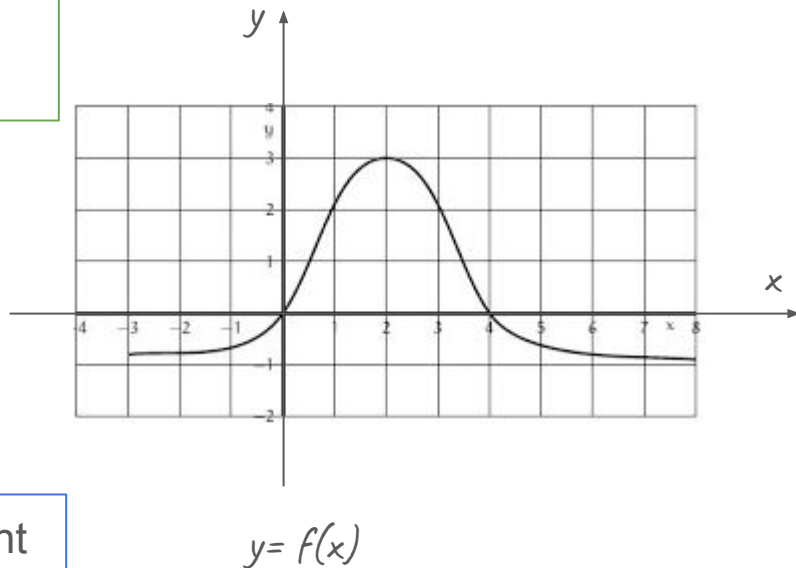
Canvas1 Height

si $x = -4$ alors $X = 0$

si $x = 8$ alors $X = \text{Canvas.width}$

si $y = -2$ alors $Y = \text{Canvas.height}$

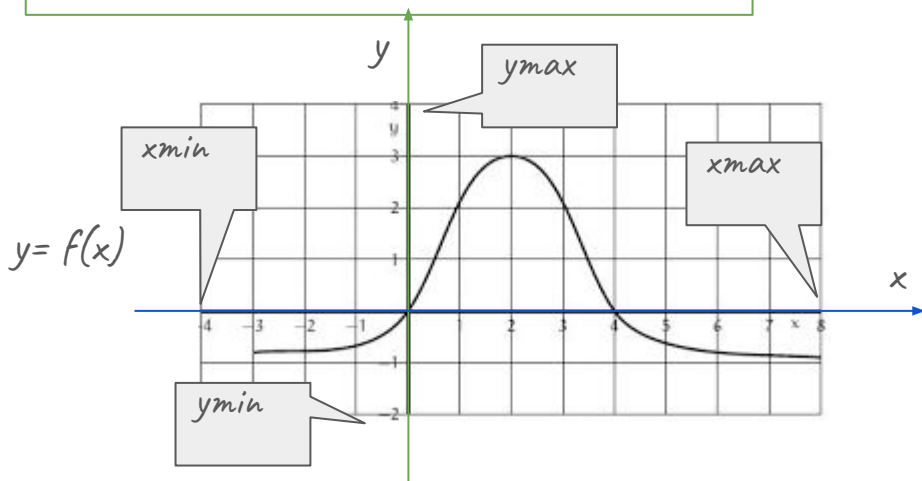
si $y = 4$ alors $Y = 0$



Blocs de changement de coordonnées

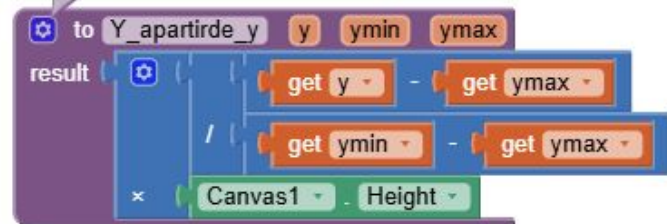
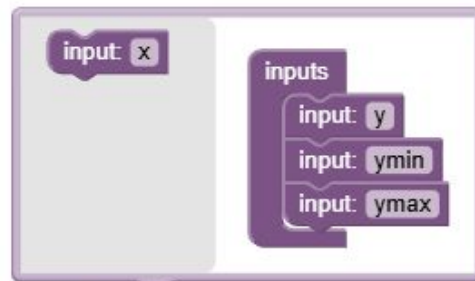
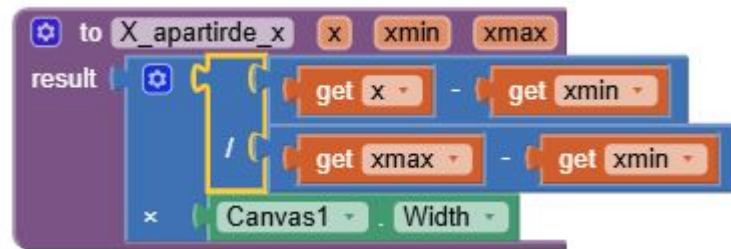
si $x = x_{min}$ alors $X = 0$

si $x = x_{max}$ alors $X = \text{Canvas.width}$

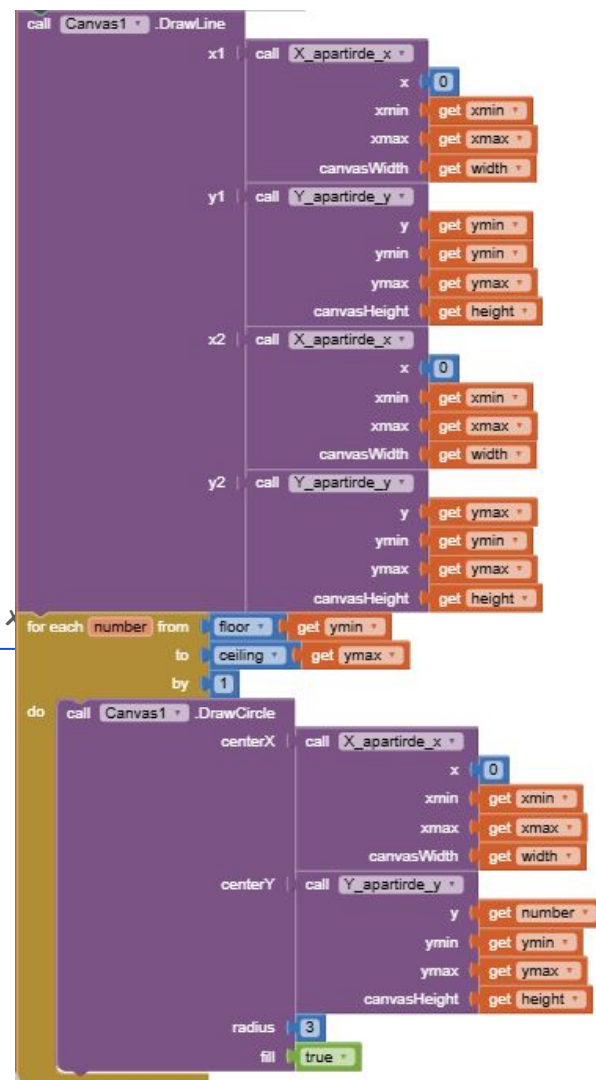
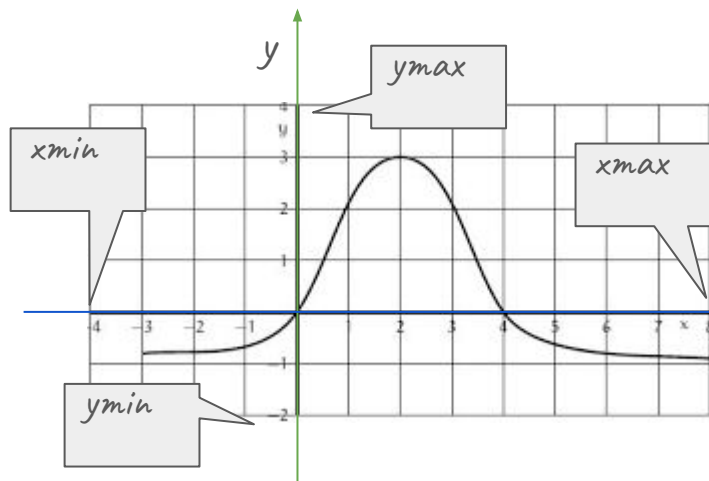
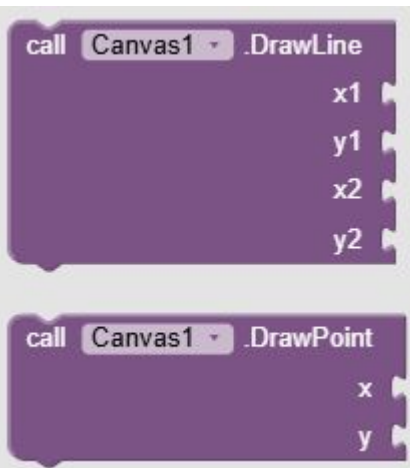


si $y = y_{min}$ alors $Y = \text{Canvas.height}$

si $y = y_{max}$ alors $Y = 0$



Traçage des axes



Une boucle pour tracer la fonction

sin

- ✓ sin
- cos
- tan
- asin
- acos
- atan

square root

- ✓ square root
- absolute
- neg
- log
- e^
- round
- ceiling
- floor

