JavaScript - Team Work

Telerik ®
Develop experiences

Canvas Monster - project

Developed by

Cookie Monster team

N.Nanev, L.Mitkov and N.Petrov

Date: 19.June 2014

Overview

Create paint-like application in JavaScript under following conditions:

- Using Canvas

- Animations to be created with KanvasJS

Project Features

- Drawing basic shapes like:
    - Lines
    - Rectangles
    - Circles
    - Brush tool - free ride of the mouse pointer
- Erase painted by "rubber" like tool
- Change the size and color of the painting tool
- Image
- Save the image

File structure

./**index.html** – main html file

./styles/**style.css** – css styling of the html

./libraries/**kinetic-v5.1.0.min.js** – KineticJS library

./scripts/**drawJS.js** – JS code responsible for drawing

./scripts/**playAdd.js** – animated advertisement

Code structure

window.onload

drawJS.js

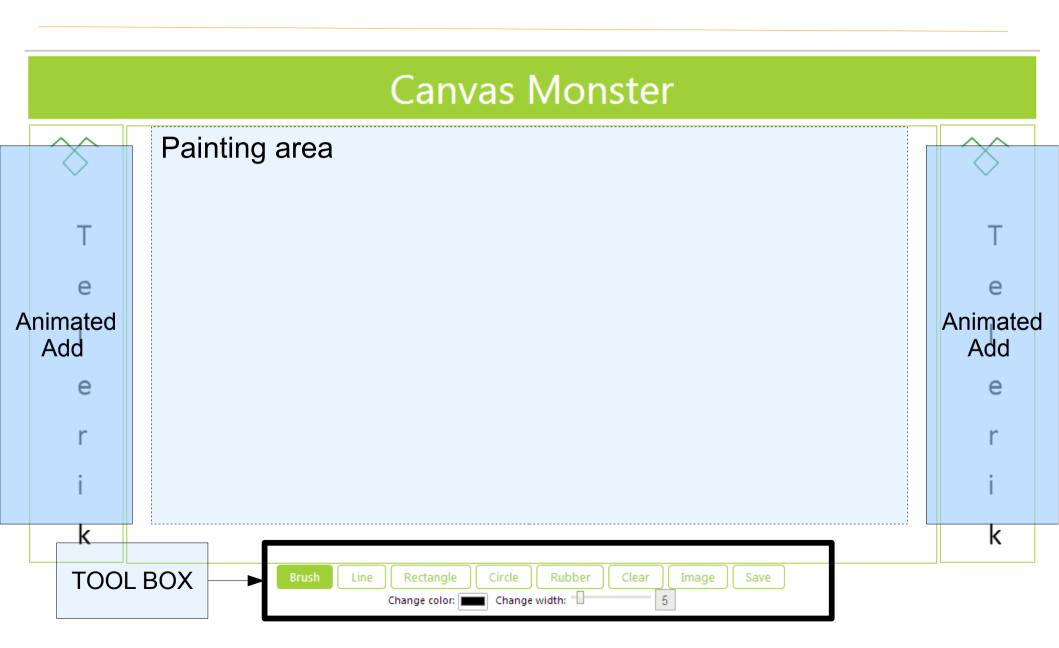➢ var definition
➢ Attach - mousedown, mousemove and mouseup event listeners
➢ Functions used:
  ➢ ev_canvas()
  ➢ changeDrawingTool()
  ➢ isToolSelected()
  ➢ changeAppearanceOfButton()
  ➢ deselectAllTools()
  ➢ deselectAllButtons()
  ➢ changeColor()
  ➢ changeWidth()
  ➢ clearCanvas()
  ➢ showImageInput()
  ➢ inputPicture()
  ➢ saveCanvas()
  ➢ img_update()

animation.js

➢ createLogoAnimation()
  ➢ initializeCanvas()
  ➢ telerikLogo()
  ➢ telericText()
    ➢ text()
    ➢ point()
  ➢ animation()

Preview

Telerik®
Develop experiences

Canvas Monster

Painting area

Animated Add

Animated Add

Telerik

Telerik

TOOL BOX

| Brush | Line | Rectangle | Circle | Rubber | Clear | Image | Save |

Change color: ⬛ Change width: ▮――― 5

Preview

Thank you for your attention!