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# Web Page for Paint Application

## AIM:

To design a static website for Paint Application using HTML5 canvas.

## DESIGN STEPS:

### Step 1:

Requirement collection.

### Step 2:

Creating the layout using HTML,CSS and canvas.

### Step 3:

Write javascript to capture move events.

### Step 4:

Perform the drawing operation based on the user input.

### Step 5:

Validate the layout in various browsers.

### Step 6:

Validate the HTML code.

### Step 6:

Publish the website in the given URL.

## PROGRAM :

---

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <meta http-equiv="X-UA-Compatible" content="IE=edge" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <title>Paint Application</title>
    <link rel="icon" href="./img/logo.png" type="image/x-icon" />
    <style>

      #content{
        padding-left: 740px;

      }
      #myCanvas{
        background-color: #bbaaf7;
        box-shadow: inset 0 0 5px #161515;
        backdrop-filter: blur(15px);
        border-radius: 2px;
        border: 5px solid #af6ca4;
      }
      #buttonstyle{
```

```

        background-color: #8c57a5;
        border: 2px solid #EB7A81;
        border-radius: 5px;
        color: black;
        padding: 15px 32px;
        text-align: center;
        display: inline-block;
        font-size: 16px;
        margin: 4px 2px;
        cursor: pointer;
    }
    #buttonstyle:hover{
        background-color:#988bc736;
        transition: 0.5s;
    }
    #bgimg{
        background-image: url(./paintimg.png);
    }
    #shooky{
        border: 2px solid #d2d2d4;
        border-radius: 25px;
        padding: 25px 25px;
        text-align: center;
        display: inline-block;
        font-size: 16px;
        margin: 4px 2px;
        cursor: pointer;
    }
    #shooky:hover{
        opacity: 20%;
        transition: 0.21s;
    }
</style>
</head>
<body id="bgimg">
    <div id="content">
        <canvas id="myCanvas" width="800" height="800" onclick="showCoords(event)">
</canvas></div>
        <center>
            <button onclick="shape=1" id="buttonstyle" >Solid Circle</button>
            <button onclick="shape=2" id="buttonstyle">circle</button>
            <button onclick="shape=3" id="buttonstyle">Solid Square</button>
            <button onclick="shape=4" id="buttonstyle">Square</button>
            <button onclick="shape=5" id="buttonstyle">Solid Triangle</button>
            <button onclick="shape=6" id="buttonstyle">Triangle</button>
            <br>
            <button onclick="size()" id="buttonstyle" >Change size</button></center>
        <center>
            <button onclick="change_color(this)" id="shooky" style="background:

```

```

white;"></button>
    <button onclick="change_color(this)" id="shooky" style="background:
rgb(183, 132, 231);"></button>
    <button onclick="change_color(this)" id="shooky" style="background:
rgb(255, 115, 1);"></button>
    <button onclick="change_color(this)" id="shooky" style="background:
rgb(252, 255, 60);"></button>
    <button onclick="change_color(this)" id="shooky" style="background:
rgb(230, 97, 8);"></button>
    <button onclick="change_color(this)" id="shooky" style="background: rgb(7,
184, 1);"></button>
    <button onclick="change_color(this)" id="shooky" style="background:
rgb(252, 55, 130);"></button>
    <button onclick="change_color(this)" id="shooky" style="background: rgb(46,
112, 255);"></button>
    <button onclick="change_color(this)" id="shooky" style="background:
rgb(193, 159, 204);"></button>
    <button onclick="change_color(this)" id="shooky" style="background: rgb(23,
13, 31);"></button>
    <button onclick="change_color(this)" id="shooky" style="background:
rgb(190, 242, 252);"></button>
    <button onclick="change_color(this)" id="shooky" style="background:
rgb(231, 128, 128);"></button>
</center>

```

```
<script>
```

```

const canvas = document.getElementById("myCanvas");
const ctx = canvas.getContext("2d");
ctx.fillStyle = "#FF0000";
canvas.height = canvas.width;
ctx.transform(1, 0, 0, -1, 0, canvas.height);
let xMax = canvas.height;
let yMax = canvas.width;
let csize= 20;
let sqsize= 50;
let tsize=50;
let tata="black";
function size(){
    if (shape==1 ||shape==2){
        let c= prompt("Please enter size of circle", "ex:100,50");
        csize=c;
    }
    if (shape==3 ||shape==4){
        let s = prompt("Please enter size of square", "ex:100,20");
        sqsize=s;
    }
    if (shape==5 || shape==6){

```

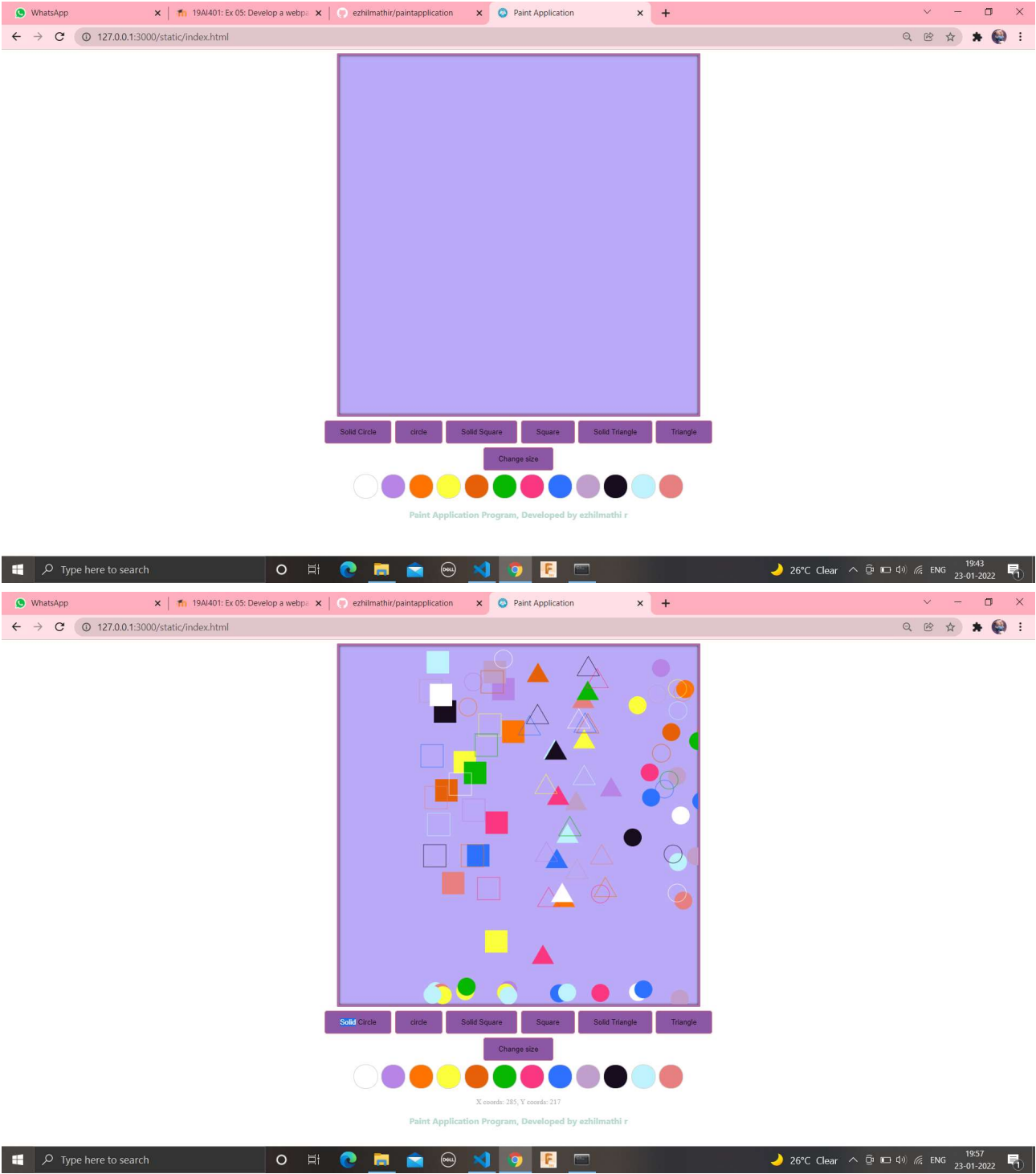
```
        let t= prompt("Please enter size of triangle","ex:50,84");
        tsize=t;
    }
}
function change_color(element){
    tata=element.style.background;
}
function showCoords(event)
{
    var x = event.clientX-545;
    var y = yMax-event.clientY;
    var coords = "X coords: " + x + ", Y coords: " + y;
    document.getElementById("demo").innerHTML = coords;

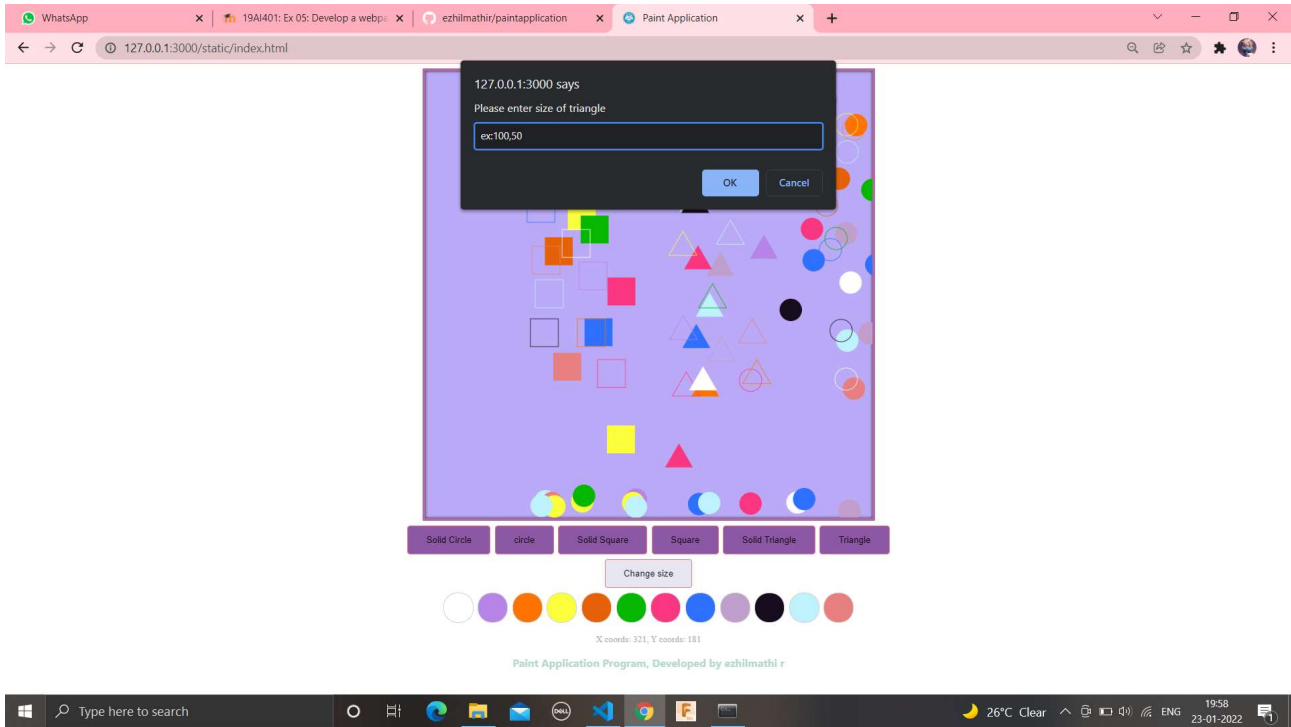
    if (shape==1){
        ctx.beginPath();
        ctx.arc(x, y, csize, 0, 2 * Math.PI);
        ctx.fillStyle=tata;
        ctx.fill();
    }
    if (shape==2){
        ctx.beginPath();
        ctx.arc(x, y, csize, 0, 2 * Math.PI);
        ctx.strokeStyle=tata;
        ctx.stroke();
    }
    if (shape==3){
        ctx.beginPath();
        ctx.rect(x-(sqsize/2),y-(sqsize/2), sqsize,sqsize);
        ctx.fillStyle=tata;
        ctx.fill();
    }
    if (shape==4){
        ctx.beginPath();
        ctx.rect(x-(sqsize/2),y-(sqsize/2), sqsize,sqsize);
        ctx.strokeStyle=tata;
        ctx.stroke();
    }
    if (shape==6){
        ctx.beginPath();
        ctx.moveTo(x, y);
        ctx.lineTo(x-(tsize/2),y-(tsize*0.86602));
        ctx.lineTo(x+(tsize/2),y-(tsize*0.86602));
        ctx.lineTo(x,y)
        ctx.strokeStyle=tata;
        ctx.stroke();
    }
    if (shape==5){
        ctx.beginPath();
```

```
        ctx.moveTo(x, y);
        ctx.lineTo(x-(tsize/2),y-(tsize*0.86602));
        ctx.lineTo(x+(tsize/2),y-(tsize*0.86602));
        ctx.fillStyle=tata;
        ctx.fill();
    }
}
</script>
<center><p id="demo" style="color: rgb(179, 175, 175);"></p></center>
<p
style="font-family: -apple-system, BlinkMacSystemFont, 'Segoe UI', Roboto,
Oxygen, Ubuntu, Cantarell, 'Open Sans', 'Helvetica Neue', sans-serif;
text-align: center;
color:#b8dace;
font-weight: bold;
font-size: larger;">Paint Application Program, Developed by ezhilmathi r</p>
</body>
</html>
```

## OUTPUT:

---





## Result:

Thus a website is designed and validated for paint application using HTML5 canvas.

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### Packages

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### Languages

● Python 82.0%   ● HTML 17.3%   ● Other 0.7%