

```

2 <html lang="en" xmlns:th="http://www.thymeleaf.org">
3
4 <head>
5   <meta charset="UTF-8">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0">
7   <title>Document</title>
8   <style>
9     body {
10       display: flex;
11       justify-content: center;
12       align-items: center;
13       height: 100vh;
14       flex-direction: column;
15     }
16   </style>
17 </head>
18
19 <body>
20   <canvas id="canvas" width="900" height="500" style="background: red;"></canvas>
21   <h1 id="res">Total: </h1>
22   <script>
23     let bg = new Image();
24     bg.src = "imgs/flappy/bg.png";
25
26     let bird = new Image();
27     bird.src = "imgs/flappy/bird.png";
28
29     let chimney1 = new Image();
30     chimney1.src = "imgs/flappy/chimney1.png";
31
32     let chimney2 = new Image();
33     chimney2.src = "imgs/flappy/chimney2.png";
34
35     let c = document.getElementById("canvas");
36     let ctx = c.getContext("2d");
37     let point_bird = {
38       x: c.width / 5,
39       y: c.height / 2
40     }
41     let arr=[];
42     arr[0]={
43       x:c.width,
44       y:c.height-190
45     }
46     function run() {
47       ctx.drawImage(bg, 0, 0, c.width, c.height)
48       ctx.drawImage(bird,point_bird.x,point_bird.y,30,30)
49       arr[0].x--;
50       point_bird.y++;
51       ctx.drawImage(chimney1,arr[0].x,0,20,190)
52       ctx.drawImage(chimney2,arr[0].x,arr[0].y,20,190)
53     }
54     window.addEventListener("keydown",(e)=>{
55
56       point_bird.y-=10
57
58     })
59     setInterval(run, 20);
60   </script>
61 </body>

```

<https://drive.google.com/drive/folders/1OhhJz2k5sLuIrUtRIGYuKEvrmnp6YfCP?usp=sharing>

```

body>
<canvas id="canvas" width="900" height="500" style="background: red;"></canvas>
<h1 id="res">Total: </h1>
<script>
  let total=0
  let bg = new Image();
  bg.src = "imgs/flappy/bg.png";

  let bird = new Image();
  bird.src = "imgs/flappy/bird.png";

  let chimney1 = new Image();
  chimney1.src = "imgs/flappy/chimney1.png";

  let chimney2 = new Image();
  chimney2.src = "imgs/flappy/chimney2.png";

  let c = document.getElementById("canvas");
  let ctx = c.getContext("2d");
  let point_bird = {
    x: c.width / 5,
    y: c.height / 2
  }
  let arr = [];
  arr[0] = {
    x: c.width,
    y: c.height - 190
  }
  function run() {
    ctx.drawImage(bg, 0, 0, c.width, c.height)
    ctx.drawImage(bird, point_bird.x, point_bird.y, 30, 30)
    for (let i = 0; i < arr.length; i++) {
      arr[i].x--;
      point_bird.y++;
      ctx.drawImage(chimney1, arr[i].x, 0, 20, 190)
      ctx.drawImage(chimney2, arr[i].x, arr[i].y, 20, 190)

      if (arr[i].x == c.width / 2) {
        arr = [...arr, { x: c.width, y: c.height - 190 }]
      }
      if(arr[i].x==point_bird.x){
        total+=10;
        res.innerHTML="Total "+total;
      }
    }
  }
  window.addEventListener("keydown", (e) => {

    point_bird.y -= 10
  })
  setInterval(run, 20);
</script>
body>

```

```

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5
6 <style>
7   body {
8     height: 100vh;
9     flex-direction: column;
10  }
11 </style>
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15   <canvas id="canvas" width="900" height="500" style="background: red;"></canvas>
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33     let point_bird = {
34       x: c.width / 5,
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36     }
37     let arr = [];
38     arr[0] = {
39       x: c.width,
40       y: c.height - 190
41     }
42     function run() {
43       ctx.drawImage(bg, 0, 0, c.width, c.height)
44       ctx.drawImage(bird, point_bird.x, point_bird.y, 30, 30)
45       point_bird.y++;
46       for (let i = 0; i < arr.length; i++) {
47         arr[i].x--;
48
49         ctx.drawImage(chimney1, arr[i].x, 0, 20, 190)
50         ctx.drawImage(chimney2, arr[i].x, arr[i].y, 20, 190)
51
52         if (arr[i].x == c.width / 2) {
53           arr = [...arr, { x: c.width, y: c.height - 190 }]
54         }
55         if(arr[i].x ==-20){
56           arr.slice(0,1);
57         }
58         if(arr[i].x==point_bird.x){
59           total+=10;
60           res.innerHTML="Total "+total;
61         }
62         if(point_bird.y==0||point_bird.y==c.height-30){
63           clearInterval(meo)
64         }
65       }
66     }
67     window.addEventListener("keydown", (e) => {
68
69       point_bird.y -= 10
70
71     })
72     let meo= setInterval(run, 20);
73   </script>
74 </body>

```

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dy>
<script>
  let arr = [];
  arr[0] = {
    x: c.width,
    y: c.height - 190
  }
  function run() {
    ctx.drawImage(bg, 0, 0, c.width, c.height)
    ctx.drawImage(bird, point_bird.x, point_bird.y, 30, 30)
    point_bird.y+=1;
    for (let i = 0; i < arr.length; i++) {
      arr[i].x-=2;

      ctx.drawImage(chimney1, arr[i].x, 0, 20, 190)
      ctx.drawImage(chimney2, arr[i].x, arr[i].y, 20, 190)

      if (arr[i].x == c.width / 2) {
        arr = [...arr, { x: c.width, y: c.height - 190 }]
      }
      if(arr[i].x ==-20){
        arr.slice(0,1);
      }
      if(arr[i].x==point_bird.x){
        total+=10;
        res.innerHTML="Total "+total;
      }
      if(point_bird.y==0||point_bird.y==c.height-30){
        // clearInterval(meo)
        cancelAnimationFrame(tho)
      }
    }
    let tho= requestAnimationFrame(run)
  }
  window.addEventListener("keydown", (e) => {
    point_bird.y -= 10
  })
  run();
  //let meo= setInterval(run, 20);
</script>
ody>

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