**WORKING WITH JS LIBRARIES IN PATATAP CLONE**

* Besides jQuery, now I am doing Javascript with other JS libraries: Paper.js (library providing the animation images) and Howler.js (library providing the audio/sounds)

**0. Very first performance**

* Always attach the JS libraries in <head> tag
* In <body> tag, embed <canvas> tag for drawing graphics (paths, boxes, circles, texts and adding images…) via Javascript
* Originally, <canvas> element us only a container for graphics, using Javascript to draw the graphics

**1. Using paper.js – the most popular graphic javascript library**

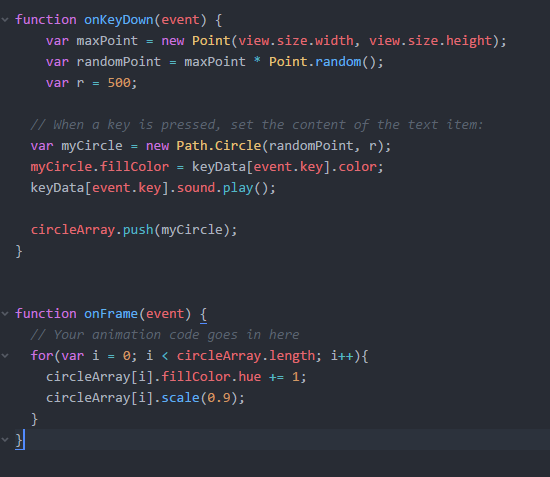
* Using script tag “text/paperscript” instead “text/javascript”
  1. Key/mouse interaction:
* Using **function onKeyDown(event)**

To measure the maximum coordinate (max-height, max-width) of screen, use **object library**: **view.size.height** or **view.size.height**

* Generate new max point: var maxpoint = new Point(view.size.width, view.size.height)
* Generate random point: var randomPoint = maxPoint \* Point.random()
  1. Create animation (count time, rotate item, animate color, move item, move multiple items, move path segments)
* **function onFrame(event)**
* New methods:
  + animatedCircle.fillColor.hue += 1;
  + animatedCircle.scale(0.5) //shrinking 50% size of previous, (1): same size (2): really big
  1. How to call 2 functions: create **array**
  2. **Xcx**

****



****

