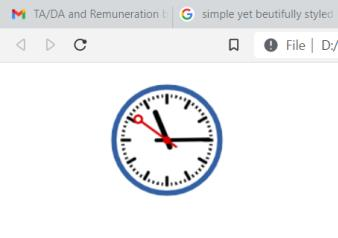
**PART-B**

**1. Create a web page using HTML5 canvas element to show a clock which changes time for every second, minute and hours (as that of an analog clock). Clock should have second, minute and hour needles and minute marking must be there (as shown in screen shot)**

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**HTML CODE:**

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<title>Clock using canvas animation</title>

</head>

<body>

<canvas id="canvas" width="150" height="150">The current time</canvas>

<script>

function clock()

{

const now=new Date();

const canvas=document.getElementById("canvas");

const ctx=canvas.getContext("2d");

ctx.save();

ctx.clearRect(0,0,150,150);

ctx.translate(75,75);

ctx.scale(0.4,0.4);

ctx.rotate(-Math.PI/2);

ctx.strokeStyle="black";

ctx.lineWidth=8;

ctx.lineCap="round";

ctx.save();

for(let i=0;i<12;i++)

{

ctx.beginPath();

ctx.rotate(Math.PI/6);

ctx.moveTo(100,0);

ctx.lineTo(120,0);

ctx.stroke();

}

ctx.restore();

ctx.save();

ctx.lineWidth=5;

for(let i=0;i<60;i++)

{

if(i%5!==0)

{

ctx.beginPath();

ctx.moveTo(117,0);

ctx.lineTo(120,0);

ctx.stroke();

}

ctx.rotate(Math.PI/30);

}

ctx.restore();

const sec=now.getSeconds()

const min=now.getMinutes()

const hr=now.getHours()%12;

ctx.fillStyle="black";

canvas.textContent='The time is:${hr}:${min}';

ctx.save();

ctx.rotate((Math.PI/6)\*hr+(Math.PI/360)\*min+(Math.PI/21600)\*sec);

ctx.lineWidth=14;

ctx.beginPath();

ctx.moveTo(-20,0);

ctx.lineTo(80,0);

ctx.stroke();

ctx.restore();

ctx.save();

ctx.rotate((Math.PI/30)\*min+(Math.PI/1800)\*sec);

ctx.lineWidth=10;

ctx.beginPath();

ctx.moveTo(-28,0);

ctx.lineTo(112,0);

ctx.stroke();

ctx.restore();

ctx.save();

ctx.rotate((sec\*Math.PI)/30);

ctx.strokeStyle="red";

ctx.fillStyle="red";

ctx.lineWidth=6;

ctx.beginPath();

ctx.moveTo(-30,0);

ctx.lineTo(83,0);

ctx.stroke();

ctx.beginPath();

ctx.arc(0,0,10,0,Math.PI\*2,true);

ctx.fill();

ctx.beginPath();

ctx.arc(95,0,10,0,Math.PI\*2,true);

ctx.stroke();

ctx.restore();

ctx.beginPath();

ctx.lineWidth=14;

ctx.strokeStyle="#325FA2";

ctx.arc(0,0,142,0,Math.PI\*2,true);

ctx.stroke();

ctx.restore();

window.requestAnimationFrame(clock);

}

window.requestAnimationFrame(clock);

</script>

</body>

</html>