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HTML5 Canvas e Javascript

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Sumário

HTML5 Canvas e Javascript

```
1 <!DOCTYPE html>
2 <html>
3   <head>
4     <title>Canvas </title>
5     <meta charset="UTF-8" />
6     <style>
7       #square {
8         border: 1px solid black;
9         transform: scale(10) rotate(3deg) translateX(0px);
10        -moz-transform: scale(10) rotate(3deg) translateX(0
11        px);
12      }
13
14      .box {
15        transition-duration: 2s;
16        transition-property: transform;
17        transition-timing-function: linear;
18      }
19    </style>
20  </head>
21  <body>
22    <canvas id="square" width="200" height="200"></canvas>
23    <script>
24      var canvas = document.createElement( 'canvas' );
25      canvas.width = 200;
26      canvas.height = 200;
27
28      var image = new Image();
29      image.src = 'images/card.png';
30      image.width = 114;
31      image.height = 158;
32      image.onload = window.setInterval( function () {
33        rotation();
34      }, 1000/60);
35    </script>
36  </body>
37</html>
```

recursos/codigos/random.html