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**Vellore Institute of Technology**  
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**Problem:**

Design a web page to perform Canvas +animation of your choice

**Code:**

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Canvas + Animation</title>
<style>
    body, html {
        margin: 0;
        padding: 0;
        height: 100%;
        overflow: hidden;
        background-color: antiquewhite;
    }
    canvas {
        display: block;
        width: 100%;
        height: 90%;
    }
    #button-container {
        width: 100%;
        height: 10%;
        display: flex;
        justify-content: center;
        align-items: center;
    }
    button {
        padding: 10px 20px;
        font-size: 16px;
        cursor: pointer;
    }
}
```

```

</style>
</head>
<body>
<canvas id="myCanvas"></canvas>
<div id="button-container">
    <button id="rotateButton">Start Rotation</button>
</div>
<script>
    var canvas = document.getElementById("myCanvas");
    var ctx = canvas.getContext("2d");

    canvas.width = window.innerWidth;
    canvas.height = window.innerHeight * 0.9;

    var triangleSize = Math.min(canvas.width, canvas.height) * 0.2;
    var rotationAngle = 0;
    var rotationSpeed = 0.05;
    var rotating = false;

    function drawTriangle() {
        ctx.beginPath();
        ctx.moveTo(-triangleSize / 2, -triangleSize / 2);
        ctx.lineTo(triangleSize / 2, -triangleSize / 2);
        ctx.lineTo(0, triangleSize / 2);
        ctx.closePath();
        ctx.fillStyle = "yellow";
        ctx.fill();
    }

    function draw() {
        ctx.clearRect(0, 0, canvas.width, canvas.height);
        ctx.save();
        ctx.translate(canvas.width / 2, canvas.height / 2);
        ctx.rotate(rotationAngle);
        drawTriangle();
        ctx.restore();
        if (rotating) {
            rotationAngle += rotationSpeed;
        }
        requestAnimationFrame(draw);
    }

    document.getElementById("rotateButton").addEventListener("click",
function() {
    rotating = !rotating;
    this.textContent = rotating ? "Stop Rotation" : "Start Rotation";
});

```

```
draw();  
</script>  
</body>  
</html>
```

## Output:



