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<!DOCTYPE html>
<html lang="en-US">
  <head>
    <meta charset="utf-8" />
    <title>Gamedev Canvas Workshop</title>
    <style>
      * {
        padding: 0;
        margin: 0;
      }
      canvas {
        background: #eee;
        display: block;
        margin: 0 auto;
      }
    </style>
  </head>
  <body>
    <canvas id="myCanvas" width="2000" height="670"></canvas>

    <script>
      const canvas = document.getElementById("myCanvas");
      const ctx = canvas.getContext("2d");
      var xcoord = 400;
      var ycoord = 50;
      var size = 60;
      var xspace = 10 + size;
      var yspace = 10 + size;
      var keyXSize = 20;
      var keyYsize = 10;
      var letter = "";
      ctx.beginPath();
      for(let i=0; i<6; i++){
        for(let j=0; j<5; j++){
          ctx.rect(xcoord, ycoord, size, size);
          ctx.fillStyle = "#cccccc";
          ctx.fill();
          xcoord += xspace;
        }
        ycoord += yspace;
        xcoord = 400;
      }
      ctx.closePath();
      ctx.beginPath();

      var stringArray = "QWERTYUIOPASDFGHJKL ZXCVBNM ";
      var tempchar = "";
      xcoord = 425;
      xspace = 5;
      for(let i=0; i<28; i++){
        //tempchar = string.charAt(i);
        letter = stringArray.charAt(i);
        keyYSize = 40;
        yspace = 35 + keyYsize;
        if(i==0){
          ycoord = 470;
        }else if(i==10){
          xcoord = 437;
          ycoord += yspace ;
        }else if(i==19){
          letter = "<--"
          keyXSize = 50;
          ycoord += yspace;
          xspace = 55;
          xcoord = 430 - xspace;
        }else if(i==20){
          xcoord = 460;
        }else if(i==27){
          letter = "Enter";
          keyXSize = 60;
          xspace = 55;
          xcoord = 620 - xspace;
        }else{
          console.log("error");
        }
      }
    </script>
  </body>
</html>

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    xspace = 5 + keyXSize;
    xcoord += xspace;
    ctx.rect(xcoord, ycoord, keyXSize, keyYSize);
    ctx.fillStyle = "#4d4d4d";
    ctx.fill();
    keyXSize = 20;
}
xcoord = 425;
xspace = 5;
for(let i=0; i<28; i++){
    //tempchar = string.charAt(i);
    letter = stringArray[i];
    keyYSize = 40;
    yspace = 35 + keyYsize;
    if(i==0){
        ycoord = 470;
    }else if(i==10){
        xcoord = 437;
        ycoord += yspace ;
    }else if(i==19){
        letter = "<--"
        keyXSize = 50;
        ycoord += yspace;
        xspace = 55;
        xcoord = 430 - xspace;
    }else if(i==20){
        xcoord = 460;
    }else if(i==27){
        letter = "Enter";
        keyXSize = 50;
        xspace = 55;
        xcoord = 630 - xspace;
    }else{
        console.log("error");
    }
    xspace = 5 + keyXSize;
    xcoord += xspace;
    ctx.font = "16px Courier";
    ctx.fillStyle = "#ffffff";
    console.log("Letter "+letter+ " at (" + (xcoord + 5) + ", " + (ycoord + parseInt(yspace/2)) + ")");
    ctx.fillText(letter, ( xcoord + 5 ), (ycoord + parseInt(yspace/2)));
    keyXSize = 20;
}
function controlKeydown(event){
if (event.defaultPrevented) {
return
}
switch (e.key) {
    case "w":
        console.log("W");
        break
    case "s":
        console.log("W");
        break
    case "a":
        console.log("W");
        break
    case "d":
        console.log("W");
        break
    case "o":
        console.log("W");
        break
}
ctx.closePath();
/*function draw(){
    ctx.clearRect(0, 0, canvas.width, canvas.height);
    ctx.beginPath();
    ctx.closePath();
}*/
</script>
</body>
</html>

```