

Kod html:

```
<!DOCTYPE html>
<html lang="pl">

<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Canvas</title>
  <link rel="stylesheet" href="style.css">
</head>

<body>
  <h2>Zad1 (1-3)</h2>
  <canvas class="zad1" width="700" height="250"></canvas>

  <h2>Zad2 (4)</h2>
  <canvas class="zad2" width="200" height="180"></canvas>

  <h2>Zad3 (5)</h2>
  <canvas class="zad3" width="200" height="180"></canvas>

  <h2>Zad4 (6)</h2>
  <canvas class="zad4" width="400" height="250"></canvas>

  <h2>Zad5 (7)</h2>
  <canvas class="zad5" width="320" height="320"></canvas>

  <script src="canvas.js"></script>
</body>
</html>
```

Kod CSS:

```
body {
  text-align: center;
}

canvas {
  border: 1px solid black;
}
```

Kod JS:

```
const zad1 = document.querySelector(".zad1");
const zad2 = document.querySelector(".zad2");
const zad3 = document.querySelector(".zad3");
const zad4 = document.querySelector(".zad4");
const zad5 = document.querySelector(".zad5");
const ctx = zad1.getContext("2d");
const ctx2 = zad2.getContext("2d");
const ctx3 = zad3.getContext("2d");
const ctx4 = zad4.getContext("2d");
const ctx5 = zad5.getContext("2d");

// zad1
ctx.fillStyle = "red";
ctx.strokeStyle = "black";
ctx.fillRect(10, 10, 200, 100);

ctx.fillStyle = "green";
ctx.strokeStyle = "black";
ctx.fillRect(220, 10, 200, 100);

ctx.fillStyle = "blue";
ctx.strokeStyle = "black";
ctx.fillRect(430, 10, 200, 100);

ctx.strokeStyle = "yellow";
ctx.strokeRect(10, 120, 200, 100);

ctx.strokeStyle = "purple";
ctx.strokeRect(220, 120, 200, 100);

ctx.strokeStyle = "orange";
ctx.strokeRect(430, 120, 200, 100);

// zad2
ctx2.beginPath();
ctx2.moveTo(50, 50);
ctx2.lineTo(50, 150);
ctx2.lineTo(150, 150);
ctx2.closePath();

ctx2.strokeStyle = 'black';
ctx2.stroke();

//zad3
ctx3.beginPath();
ctx3.moveTo(30, 30);
ctx3.lineTo(30, 130);
ctx3.lineTo(130, 130);
ctx3.lineTo(130, 30);
ctx3.closePath();

ctx3.strokeStyle = 'black';
ctx3.stroke();

//zad4
const linearGradient1 = ctx4.createLinearGradient(10, 10, 150, 50);
```

```

linearGradient1.addColorStop(0, 'red');
linearGradient1.addColorStop(0.33, 'yellow');
linearGradient1.addColorStop(0.66, 'green');
linearGradient1.addColorStop(1, 'blue');

ctx4.fillStyle = linearGradient1;
ctx4.fillRect(10, 10, 150, 50);

const linearGradient2 = ctx4.createLinearGradient(170, 10, 320, 50);
linearGradient2.addColorStop(0, 'red');
linearGradient2.addColorStop(0.5, 'green');
linearGradient2.addColorStop(1, 'blue');

ctx4.fillStyle = linearGradient2;
ctx4.fillRect(170, 10, 150, 50);

const radialGradient1 = ctx4.createRadialGradient(100, 180, 10, 125, 200, 80);
radialGradient1.addColorStop(0, 'red');
radialGradient1.addColorStop(0.5, 'green');
radialGradient1.addColorStop(1, 'blue');

ctx4.fillStyle = radialGradient1;
ctx4.beginPath();
ctx4.arc(100, 180, 60, 0, 2 * Math.PI);
ctx4.fill();

const radialGradient2 = ctx4.createRadialGradient(300, 180, 10, 325, 200, 80);
radialGradient2.addColorStop(0, 'green');
radialGradient2.addColorStop(0.5, 'purple');
radialGradient2.addColorStop(1, 'red');

ctx4.fillStyle = radialGradient2;
ctx4.beginPath();
ctx4.arc(300, 180, 60, 0, 2 * Math.PI);
ctx4.fill();

//zad5
const square = 40;

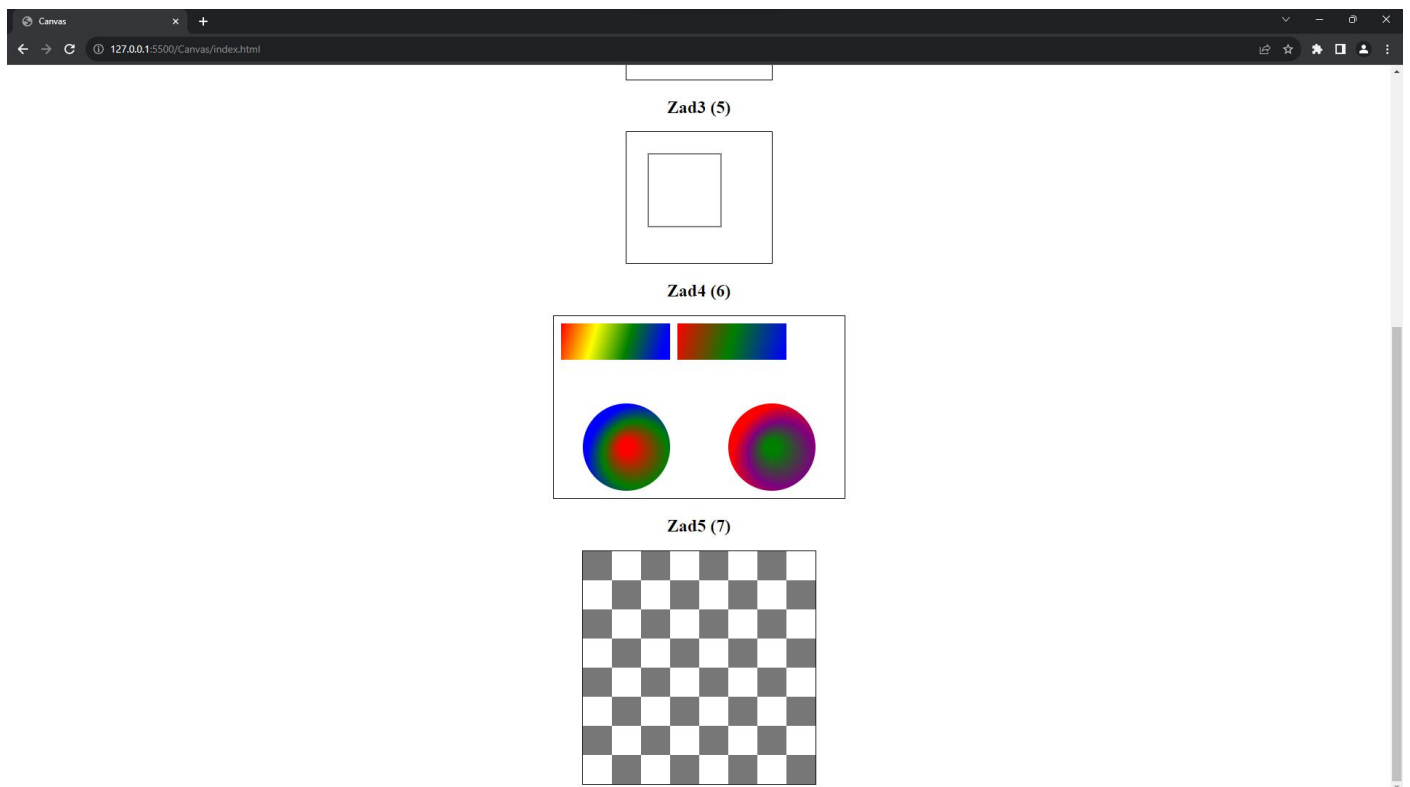
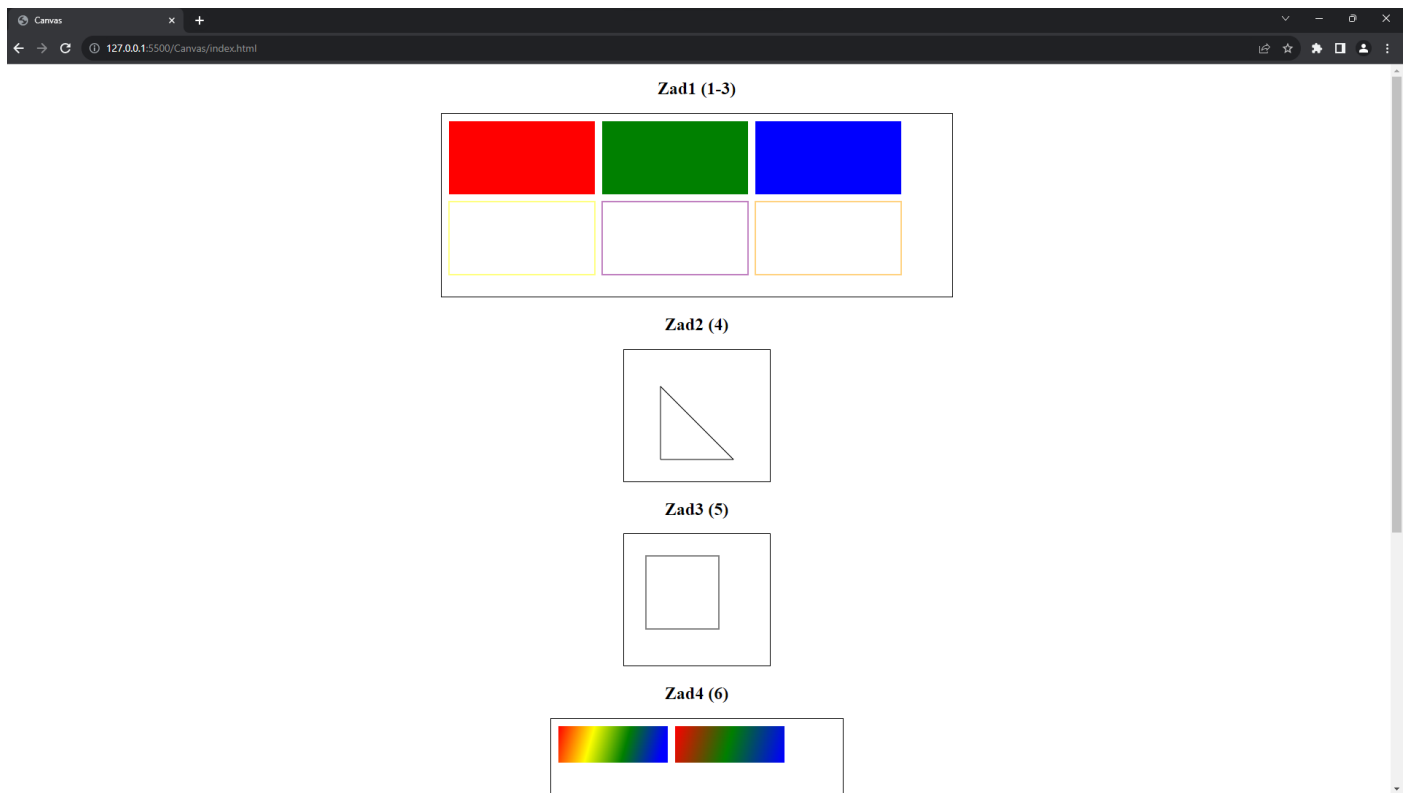
for (let row = 0; row < 8; row++) {
  for (let col = 0; col < 8; col++) {
    let color;

    if ((row + col) % 2 == 0) {
      color = '#777';
    }
    else {
      color = '#fff'
    }

    ctx5.fillStyle = color;
    ctx5.fillRect(col * square, row * square, square, square);
  }
}

```

Screeny:



Link do repozytorium: <https://github.com/Vneder/Projektowanie-i-tworzenie-stron/tree/main/Canvas>

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