

<!-- ファイル名例: oekaki.html -->

```
<!DOCTYPE html>
```

<html>

<head>

<title>お絵描きアプリ</title>

<style>

```
canvas {
  border: 1px solid black;
  touch-action: none;
  cursor: crosshair;
}
```

```
#controls {
  margin-bottom: 10px;
}
```

</style>

</head>

<body>

<div id="controls">

色:

太さ:

```
<button onclick="setMode('pen')">ペン</button>
```

<button onclick="setMode('eraser')">消しゴム</button>

</div>

<canvas id="canvas" width="800" height="600"></canvas>

```
<script>
```

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

```
let drawing = false;
```

```
let mode = "pen";
```

```
const colorPicker = document.getElementById("colorPicker");
```

```
const lineWidth = document.getElementById("lineWidth");
```

```
canvas.addEventListener("mousedown", startDraw);
```

```
canvas.addEventListener("mouseup", endDraw);
```

```
canvas.addEventListener("mouseout", endDraw);
```

```
canvas.addEventListener("mousemove", draw);
```

```
function setMode(newMode) {  
  mode = newMode;  
}
```

```
function startDraw(e) {
  drawing = true;
  ctx.beginPath();
```

```
    ctx.moveTo(e.offsetX, e.offsetY);  
  }  
  
  // Drawing  
  
  function draw(e) {  
    if (!drawing) return;  
  
    ctx.lineWidth = lineWidth.value;  
    ctx.lineCap = "round";  
  
    ctx.strokeStyle = (mode === "pen") ? colorPicker.value : "#ffffff";  
    ctx.lineTo(e.offsetX, e.offsetY);  
    ctx.stroke();  
  }  
  
  function endDraw() {  
    drawing = false;  
    ctx.beginPath();  
  }  
</script>  
</body>  
</html>
```