<!DOCTYPE html>

<html>

<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="480" height="320"></canvas>

<script>

var canvas = document.getElementById("myCanvas");

var ctx = canvas.getContext("2d");

ctx.beginPath();

ctx.rect(20, 40, 50, 50);

ctx.fillStyle = "#FF0000";

ctx.fill();

ctx.closePath();

ctx.beginPath();

ctx.arc(240, 160, 20, 0, Math.PI\*2, false);

ctx.fillStyle = "green";

ctx.fill();

ctx.closePath();

ctx.beginPath();

ctx.rect(160, 10, 100, 40);

ctx.strokeStyle = "rgba(0, 0, 255, 0.5)";

ctx.stroke();

ctx.closePath();

function draw() {

// drawing code

}

setInterval(draw, 10);

ctx.beginPath();

ctx.arc(50, 50, 10, 0, Math.PI\*2);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

var x = canvas.width/2;

var y = canvas.height-30;

function draw() {

ctx.beginPath();

ctx.arc(x, y, 10, 0, Math.PI\*2);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

}

var dx = 2;

var dy = -2;

function draw() {

ctx.beginPath();

ctx.arc(x, y, 10, 0, Math.PI\*2);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

x += dx;

y += dy;

}

function draw() {

ctx.clearRect(0, 0, canvas.width, canvas.height);

ctx.beginPath();

ctx.arc(x, y, 10, 0, Math.PI\*2);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

x += dx;

y += dy;

}

function drawBall() {

ctx.beginPath();

ctx.arc(x, y, 10, 0, Math.PI\*2);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

}

function draw() {

ctx.clearRect(0, 0, canvas.width, canvas.height);

drawBall();

x += dx;

y += dy;

}

var ballRadius = 10;

ctx.arc(x, y, ballRadius, 0, Math.PI\*2);

if(y + dy < 0) {

dy = -dy;

}

if(y + dy > canvas.height) {

dy = -dy;

}

if(y + dy > canvas.height || y + dy < 0) {

dy = -dy;

}

if(x + dx > canvas.width || x + dx < 0) {

dx = -dx;

}

if(y + dy > canvas.height || y + dy < 0) {

dy = -dy;

}

if(x + dx > canvas.width-ballRadius || x + dx < ballRadius) {

dx = -dx;

}

if(y + dy > canvas.height-ballRadius || y + dy < ballRadius) {

dy = -dy;

}

function drawBall() {

ctx.beginPath();

ctx.arc(x, y, ballRadius, 0, Math.PI\*2);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

}

function draw() {

ctx.clearRect(0, 0, canvas.width, canvas.height);

drawBall();

if(x + dx > canvas.width-ballRadius || x + dx < ballRadius) {

dx = -dx;

}

if(y + dy > canvas.height-ballRadius || y + dy < ballRadius) {

dy = -dy;

}

x += dx;

y += dy;

}

setInterval(draw, 10);

var canvas = document.getElementById("myCanvas");

var ctx = canvas.getContext("2d");

var ballRadius = 10;

var x = canvas.width/2;

var y = canvas.height-30;

var dx = 2;

var dy = -2;

var paddleHeight = 10;

var paddleWidth = 75;

var paddleX = (canvas.width-paddleWidth)/2;

var rightPressed = false;

var leftPressed = false;

document.addEventListener("keydown", keyDownHandler, false);

document.addEventListener("keyup", keyUpHandler, false);

function keyDownHandler(paddleX) {

if(paddleX.keyCode == 39) {

rightPressed = true;

}

else if(paddleX.keyCode == 37) {

leftPressed = true;

}

}

function keyUpHandler(paddleX) {

if(paddleX.keyCode == 39) {

rightPressed = false;

}

else if(paddleX.keyCode == 37) {

leftPressed = false;

}

}

function drawBall() {

ctx.beginPath();

ctx.arc(x, y, ballRadius, 0, Math.PI\*2);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

}

function drawPaddle() {

ctx.beginPath();

ctx.rect(paddleX, canvas.height-paddleHeight, paddleWidth, paddleHeight);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

}

function draw() {

ctx.clearRect(0, 0, canvas.width, canvas.height);

drawBall();

drawPaddle();

if(x + dx > canvas.width-ballRadius || x + dx < ballRadius) {

dx = -dx;

}

if(y + dy > canvas.height-ballRadius || y + dy < ballRadius) {

dy = -dy;

}

if(rightPressed && paddleX < canvas.width-paddleWidth) {

paddleX += 7;

}

else if(leftPressed && paddleX > 0) {

paddleX -= 7;

}

x += dx;

y += dy;

}

</script>

</body>

</html>