```
2
        <head>
 3
             <title>Canvas</title>
 4
             <script language="javascript">
 5
 6
 7
                 var canvasWidth = 500;
 8
                 var canvasHeight = 500;
 9
10
                 var width = 0;
11
                 var height = 0;
12
13
                 var black = "#000000";
14
                 var white = "#FFFFFF";
15
16
                 var size = 25;
17
18
                 function initialize(){
19
                      var canvas = document.getElementById("myCanvas");
20
                      var context = canvas.getContext("2d");
21
22
                      //context.fillStyle = "#ADD8E6";
23
                      //context.fillRect(0, 0, canvasWidth, canvasHeight);
24
25
                      width = dimensions.width.value;
26
                      height = dimensions.height.value;
27
                 }
28
29
                 function drawSquare(x, y, size, color){
30
                      var canvas = document.getElementById("myCanvas");
31
                      var context = canvas.getContext("2d");
32
33
                      context.fillStyle = color;
34
                      context.fillRect(x, y, size, size);
35
                 }
36
37
                 function resetBackground(){
38
                      var canvas = document.getElementById("myCanvas");
39
                      var context = canvas.getContext("2d");
40
                      context.fillStyle = "#ADD8E6";
41
42
                      context.fillRect(0, 0 , canvasWidth, canvasHeight);
43
                 }
44
45
                 function drawBoard() {
46
                      var canvas = document.getElementById("myCanvas");
47
                      var context = canvas.getContext("2d");
48
49
                      initialize();
50
                     resetBackground();
51
52
                      var x = 0;
53
                      var y = 0;
54
55
                      var startWithBlack = true;
56
57
                      for(var = 0; a < height; a++){
58
59
                          if(startWithBlack) {
60
61
                              for(var i = 0; i < width; i ++){</pre>
62
63
                                   var color = i % 2 == 0 ? black : white;
64
65
                                   drawSquare(x, y, size, color);
66
67
```

<html>

```
68
                                    x += size;
 69
 70
                                }
 71
 72
                                startWithBlack = false;
 73
                           }
 74
 75
                           else{
 76
                                for(var i = 0; i < width; i ++){</pre>
 77
 78
                                    var color = i % 2 == 0 ? white : black;
 79
 80
 81
                                    drawSquare(x, y, size, color);
 82
 83
                                    x += size;
 84
 85
                                }
 86
 87
                                startWithBlack = true;
 88
                           }
 89
 90
                           x = 0;
 91
                           y += size;
 92
                       }
 93
                   }
 94
 95
 96
 97
               </script>
 98
          </head>
 99
100
          <body>
101
              <center>
102
                   <h1>Basic Animations</h1>
103
104
          </br>
105
          </br>
106
               <canvas id="myCanvas" width="500" height="500"</pre>
107
108
                   style="border:2px solid rgb(195, 195, 195);">
                   Your browser does not suppport the canvas element
109
110
               </canvas>
111
112
          </br>
113
          </br>
114
115
          <form name="dimensions" onload="initialize()">
116
               <label>Width:</label>
117
               <input type="text" name="width" value=""/>
118
119
          </br>
120
      </br>
      </br>
121
122
123
          <label>Height:</label>
124
               <input type="Height" name="height" value=""/>
125
126
      </br>
127
          <input type="button" value="DO" onclick="drawBoard()">
128
          </form>
129
               </center>
130
          </body>
131
     </html>
```