

```
<!DOCTYPE html>
<html lang="fa">
<head>
<meta charset="UTF-8">
<meta name="viewport"
content="width=device-width, initial-
scale=1.0">
<title>چارت + SVG + D پنل ترکیبی 3</title>
<style>
body {
margin: 0;
font-family: sans-serif;
background-color: #121212;
color: white;
}
header {
padding: 10px;
background: #1f1f1f;
text-align: center;
}
```

```
.container {  
display: flex;  
flex-direction: column;  
gap: 20px;  
padding: 10px;  
}  
  
.panel {  
background: #1f1f1f;  
border-radius: 8px;  
padding: 10px;  
}  
  
canvas { display: block; max-width: 100%; }  
button, input[type=color] {  
margin-top: 5px;  
padding: 5px;  
}  
  
svg {  
width: 100%;  
height: 150px;  
}  
  
.light-mode {
```

```
background-color: #f0f0f0;
color: #222;
}
.light-mode header,
.light-mode .panel {
background-color: #fff;
color: #000;
}
</style>
</head>
<body>
<header>
<h1>چارت + SVG + D پنل ترکیبی 3</h1>
<button id="modeToggle">تغییر حالت روشن</button>
</header>
<div class="container">
<div class="panel">
<h2>مدل سه بعدی</h2>
<div id="threeContainer"
style="height:300px;"></div>
```

```
<input type="color" id="colorPicker"
value="#44aa88">
<button id="toggleRotation">چرخش: روشن</
button>
</div>
<div class="panel">
<h2>SVG انیمیشن</h2>
<svg viewBox="0 0 200 100">
<circle cx="50" cy="50" r="20" fill="orange">
<animate attributeName="cx"
values="50;150;50" dur="4s"
repeatCount="indefinite"/>
</circle>
</svg>
</div>
<div class="panel">
<h2>نمودار زنده</h2>
<canvas id="myChart"></canvas>
</div>
</div>
<script src="https://cdnjs.cloudflare.com/
```

```
ajax/libs/three.js/r128/three.min.js"></script>
```

```
<script src="https://cdnjs.cloudflare.com/ajax/libs/three.js/r128/examples/js/controls/OrbitControls.min.js"></script>
```

```
<script src="https://cdnjs.cloudflare.com/ajax/libs/Chart.js/4.3.0/chart.umd.min.js"></script>
```

```
<script>
```

```
let scene = new THREE.Scene();
```

```
let camera = new
```

```
THREE.PerspectiveCamera(75, 300/300, 0.1, 1000);
```

```
let renderer = new
```

```
THREE.WebGLRenderer({antialias:true});
```

```
renderer.setSize(document.getElementById("threeContainer").clientWidth, 300);
```

```
document.getElementById("threeContainer").appendChild(renderer.domElement);
```

```
let controls = new
```

```
THREE.OrbitControls(camera,  
renderer.domElement);  
let geometry = new  
THREE.SphereGeometry(1, 32, 32);  
let material = new  
THREE.MeshStandardMaterial({color:  
0x44aa88});  
let sphere = new THREE.Mesh(geometry,  
material);  
scene.add(sphere);  
  
let light = new THREE.PointLight(0xffffff,  
1);  
light.position.set(5,5,5);  
scene.add(light);  
camera.position.z = 3;  
  
let autoRotate = true;  
function animate() {  
requestAnimationFrame(animate);  
if (autoRotate) sphere.rotation.y += 0.01;
```

```
controls.update();  
renderer.render(scene, camera);  
}  
animate();
```

```
document.getElementById("colorPicker").a  
ddEventListener("input", e=>{  
sphere.material.color.set(e.target.value);  
});  
document.getElementById("toggleRotation"  
).addEventListener("click", e=>{  
autoRotate = !autoRotate;  
e.target.textContent = "چرخش: " +  
(autoRotate ? "خاموش" : "روشن");  
});
```

```
// Chart data
```

```
let ctx =  
document.getElementById('myChart').getC  
ontext('2d');  
let chart = new Chart(ctx, {
```

```
type: 'line',
data: {
labels: [],
datasets: [{
label: 'داده زنده',
data: [],
borderColor: 'cyan',
fill: false
}]
},
options: {
animation: false,
scales: { x: { display: false } }
}
});
setInterval(()=>{
let t = new Date().toLocaleTimeString();
let v = Math.random()*100;
chart.data.labels.push(t);
chart.data.datasets[0].data.push(v);
if(chart.data.labels.length > 10){
```



```
chart.data.labels.shift();  
chart.data.datasets[0].data.shift();  
}  
chart.update();  
,1000);
```

```
// Mode toggle  
document.getElementById("modeToggle").  
addEventListener("click", ()=>{  
document.body.classList.toggle("light-  
mode");  
});  
</script>  
</body>  
</html>
```