|  |  |  |
| --- | --- | --- |
| **Frog/Face**  <!doctype html>  <html>  <head>  <meta charset="utf-8">  <title>Canvas</title>  </head>  <body>  <div id = "outer">  <canvas id = canvas1 width="500" height="500"  style=" border:#51A70B solid 12px"> Your browser does  not support canvas. Please try another browser.</canvas>  <script>  var mycanvas = document.getElementById("canvas1");  var ctx = mycanvas.getContext("2d");  //Task 1/2 - drawing rectangle in colour  ctx.fillStyle = "#CC99FF";  ctx.fillRect(20, 20, 460, 460);  //Task 1/3 -frogs head in colour  ctx.beginPath();  ctx.arc(230, 230, 70, 0, 2\*Math.PI);  ctx.strokeStyle = "black" ;  ctx.lineWidth = "4";  ctx.stroke();  ctx.fillStyle = "#33FF99";  ctx.fill();  //Task 1/4 - frogs body outlined  ctx.beginPath();  ctx.arc(230, 350, 50, 0, 2\*Math.PI);  ctx.strokeStyle = "black";  ctx.lineWidth = "10";  ctx.stroke();  ctx.fillStyle = "#33FF99";  ctx.fill();  //Task 1/5 - two squares  ctx.fillStyle = "#009966";  ctx.fillRect(131, 340, 45, 85);  ctx.fillStyle = "#009966";  ctx.fillRect(285, 340, 45, 85);  //Task 1/6 - mouth  ctx.beginPath();  ctx.arc(230, 230, 60, 0, Math.PI);  ctx.strokeStyle = "red" ;  ctx.lineWidth = "10";  ctx.closePath();  ctx.stroke();  //Task 1/7 - yellow eyes  ctx.beginPath();  ctx.arc(180, 200, 40, 0, Math.PI, true);  ctx.strokeStyle = "green";  ctx.lineWidth = "4";  ctx.closePath();  ctx.stroke();  ctx.fillStyle = "yellow";  ctx.fill();  ctx.beginPath();  ctx.arc(280, 200, 40, 0, Math.PI, true);  ctx.strokeStyle = "green";  ctx.lineWidth = "4";  ctx.closePath();  ctx.stroke();  ctx.fillStyle = "yellow";  ctx.fill();  //zrachki  ctx.beginPath();  ctx.arc(280, 190, 5, 0, 2\*Math.PI);  ctx.strokeStyle = "green";  ctx.lineWidth = "4";  ctx.stroke();  ctx.fillStyle = "black";  ctx.fill();  ctx.beginPath();  ctx.arc(185, 190, 5, 0, 2\*Math.PI);  ctx.strokeStyle = "green";  ctx.lineWidth = "4";  ctx.stroke();  ctx.fillStyle = "black";  ctx.fill();  var xp = 15;  var xp\_add = 3;  function moveEyes(){  xp = xp + xp\_add;  if (xp > 25 || xp < -30) xp\_add = -xp\_add;  xp=xp + xp\_add;  drawEyes(xp);}    function drawEyes(xp){  //Task 1/7 - yellow eyes  ctx.beginPath();  ctx.arc(180, 200, 40, 0, Math.PI, true);  ctx.strokeStyle = "green";  ctx.lineWidth = "4";  ctx.closePath();  ctx.stroke();  ctx.fillStyle = "yellow";  ctx.fill();  ctx.beginPath();  ctx.arc(280, 200, 40, 0, Math.PI, true);  ctx.strokeStyle = "green";  ctx.lineWidth = "4";  ctx.closePath();  ctx.stroke();  ctx.fillStyle = "yellow";  ctx.fill(); | //zrachki  ctx.beginPath();  ctx.arc(280+xp, 190, 5, 0, 2\*Math.PI, true);  ctx.strokeStyle = "green";  ctx.lineWidth = "4";  ctx.stroke();  ctx.fillStyle = "black";  ctx.fill();  ctx.beginPath();  ctx.arc(185+xp, 190, 5, 0, 2\*Math.PI, true);  ctx.strokeStyle = "green";  ctx.lineWidth = "4";  ctx.stroke();  ctx.fillStyle = "black";  ctx.fill();  }  setInterval(moveEyes, 80);  </script>  </body>  </html> |  |

|  |  |  |
| --- | --- | --- |
| **MOVING**  <!doctype html>  <html>  <head>  <meta charset="utf-8">  <title>Bee</title>  <style>  .myBackground {  position:relative;  overflow:hidden;  width:800px;  height:600px;  background-image:url(grass\_bg.jpg);}    .bee {  position:absolute;  top: 500px;  left: 400px;  background-image:url(bee.gif);  width:140px;  height:105px;  padding-top:0px;  text-align:center;  color:#000000;  white-space:nowrap;}    .myButton{  background-color:#1AEC24;  width:90px;  height:30px; border:5px #E146EB;  padding: 0px 0px 0px 40px;}  </style>  </head>  <body>  <script type = "text/javascript">  var uleft = 400;  var utop = 550;  var dl = 2;  var dt = 2;  var turn = 0;  function moveBee(){  uleft = 200;  utop = 450;  var elem = document.getElementById("mybee");  var snd = new Audio("bee.mp3");  snd.play();    function frame(){  switch(turn){    case 0:  if (utop >300) {utop = utop -dt; uleft = uleft -dl}  else {turn=1};  break;  case 1:  if (utop >50) {utop = utop - dt; uleft = uleft + dl}  else {turn = 2};  break;  case 2:  if (utop <300) {utop = utop + dt; uleft = uleft + dl}  else {turn = 3};  break;  case 3:  if (utop <450) {utop = utop + dt; uleft = uleft -dl}  else {turn = 4};  break;  }  elem.style.left = uleft +'px';  elem.style.top = utop + 'px';}  var id =setInterval(frame, 30);  }  </script>  <div class = "myBackground">  <div style="left:200px; top:450px;" class="bee" id="mybee">  </div>  <br>  <div class = "myButton" id = "start" onClick="javascript:moveBee();">START</div>  </body>  </html> | **DRAG AND DROP**  <!doctype html>  <html lang="en">  <head>  <meta charset="utf-8">  <title>HTML5 Drag and Drop</title>  <style>  #grass{  width:1200px;  height:200px;  background-color:#eeeeee;  background-image: url(grass.jpg);  border-style:solid;  border-width:thin;}  #hedgehog {  position:absolute;  width:250px;  height:180px;  top:130px;  left:25px;  background-image: url(hedgehog.gif); }  .mushroom {  width:115px;  height:30px;  float:left;  margin-left:40px;  margin-top:10px; }  .myHedgehog{  width:250px;  height:250px;  float:left;  margin-left:10px;  margin-top:10px; }  </style>  </head>  <body>  <h1>Drag and Drop </h1>  <div id="hedgehog\_cont" class="myHedgehog">  <div id="hedgehog" ondrop="drop(this, event, 'hedgehog\_cont')"  ondragenter="return false" ondragover="return false"></div>  </div>  <br><br><br>  <div id="grass" ondrop="drop(this, event, 'grass')"  ondragenter="return false" ondragover="return false">  <div draggable="true" id="good1" class="mushroom"  ondragstart="drag(this, event)"><img src="mushroom\_good.png"  alt="good" /"></div>  <div draggable="true" id="good2" class="mushroom"  ondragstart="drag(this, event)"><img src="mushroom\_good.png"  alt="good" /"></div>  <div draggable="true" id="bad3" class="mushroom"  ondragstart="drag(this, event)"><img src="mushroom\_bad.png"  alt="mushroom bad" /"></div>  <div draggable="true" id="good3" class="mushroom"  ondragstart="drag(this, event)"><img src="mushroom\_good.png"  alt="good" /"></div>  <div draggable="true" id="bad4" class="mushroom"  ondragstart="drag(this, event)"><img src="mushroom\_bad.png"  alt="mushroom bad" /"></div>  </div>  <br><br><br>  <script>  function drag(drag\_object, e) {  e.dataTransfer.setData('Text', drag\_object.id);  }  function drop(drop\_target, e, elementname) {  var id = e.dataTransfer.getData('Text');  switch (elementname) {  case "hedgehog\_cont":  if (id.indexOf("good")>-1) {  drop\_target.appendChild(document.getElementById(id)); }  else { alert ("This is poison mushroom ! Hedgehog doesn't  like it"); }  e.preventDefault();  break;  }  }  </script>  </body>  </html> |  |