

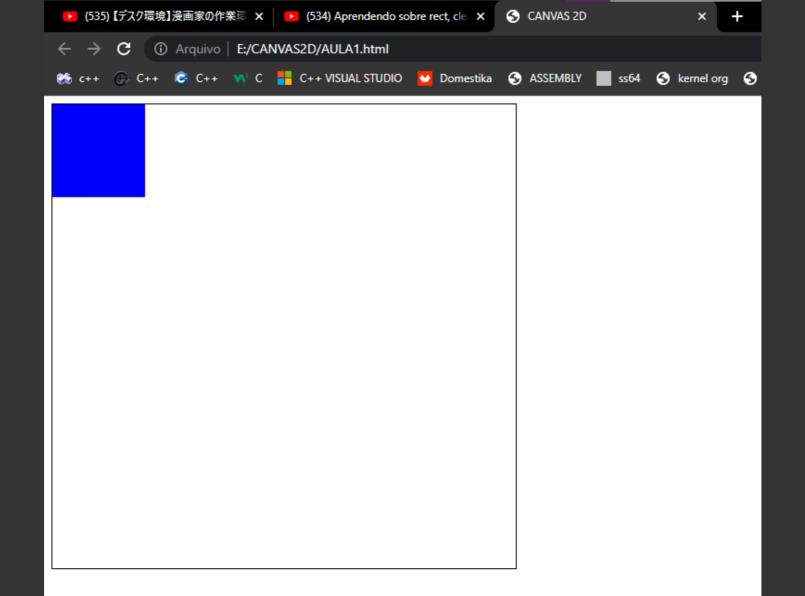
```
■ AULA1.html ×
■ AULA1.html >  html >  head >  script >  desenha
           <meta charset="UTF-8">
           <meta http-equiv="X-UA-Compatible" content="IE=edge">
           <meta name="viewport" content="width=device-width, initial-scale=1.0">
   6
           <title>CANVAS 2D</title>
   8
           <style type="text/css">
   9
               #desenho1{
                   border: 1px solid □#000;
 10
 11
           </style>
 12
 13
               <script type="text/javascript">
                   function desenha(){
 14
 15
                                 = document.getElementById("desenho1");
                   var canvas
 16
                                  = canvas.getContext("2d");
                   var ctx
 17
                   ctx.fillStyle = "#00f";
 18
                   ctx.fillRect(0,0,100,100);
 19
                   ctx.fillStyle = "rgba(255,0,0,0.5)";
 20
                   ctx.fillRect(50,50,100,100);
 21
 22
 23
               </script>
 24
       </head>
```

```
■ AULA1.html •
■ AULA1.html >  html >  body
 12
           </style>
               <script type="text/javascript">
 13
 14
                   function desenha(){
 15
                   var canvas
                                 = document.getElementById("desenho1");
 16
                                 = canvas.getContext("2d");
                   var ctx
 17
                   ctx.fillStyle = "#00f";
 18
                   ctx.fillRect(0,0,100,100);
 19
                   ctx.fillStyle = "rgba(255,0,0,0.5)";
 20
 21
                   ctx.fillRect(50,50,100,100);
 22
               </script>
 23
       </head>
 24
       <body onload="desenha()">
 25
 26
 27
           <canvas id="desenho1" width="500" height="500">
               <h1>OLA MUNDO CANVAS!!</h1>
 28
 29
               CRISTIANO TEM SUPORTE PARA ESSE CANVAS
 30
           </canvas>
 31
       </body>
 32
       </html>
```

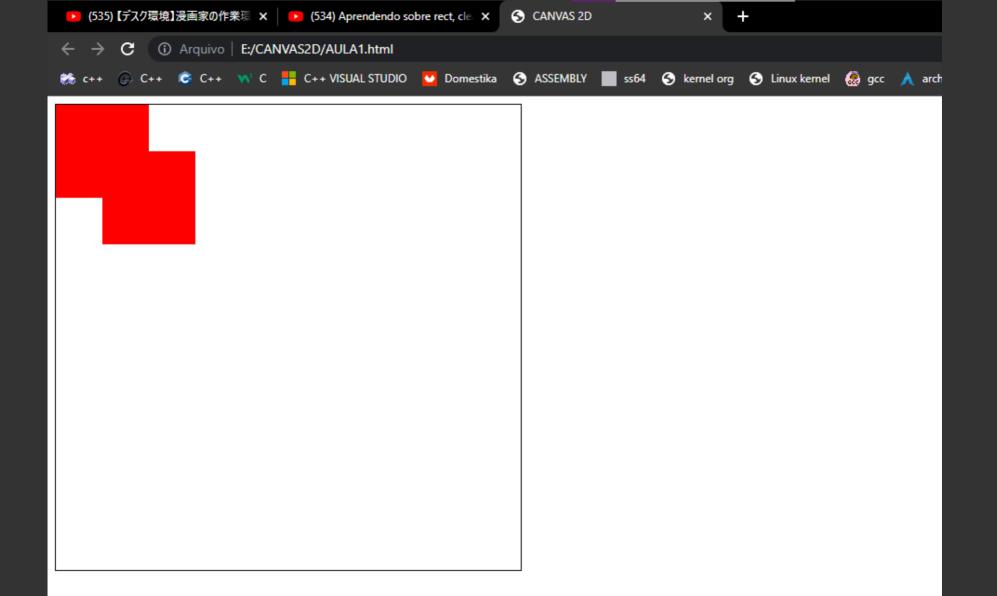
```
■ AULA1.html ×

■ AULA1.html >  html

 11
 12
           </style>
 13
               <script type="text/javascript">
                   function desenha(){
 14
 15
                                 = document.getElementById("desenho1");
                   var canvas
 16
                   var ctx
                                 = canvas.getContext("2d");
 17
 18
                   ctx.fillStyle="#00f";
 19
                   ctx.rect(0,0,100,100);
                   ctx.fill();
 20
 21
 22
               </script>
       </head>
 23
 24
       <body onload="desenha()">
 25
           <canvas id="desenho1" width="500" height="500">
 26
 27
               CRISTIANO TEM SUPORTE PARA ESSE CANVAS
 28
           </canvas>
 29
       </body>
 30
       </html>
```



```
■ AULA1.html X
■ AULA1.html > ♦ html > ♦ head > ♦ script > ♦ desenha
 12
           </style>
 13
               <script type="text/javascript">
                   function desenha(){
 14
 15
                                 = document.getElementById("desenho1");
                   var canvas
 16
                                 = canvas.getContext("2d");
                   var ctx
 17
 18
                   ctx.fillStyle="#00f";
 19
                   ctx.rect(0,0,100,100);
 20
                   ctx.fillStyle="#f00";
 21
                   ctx.rect(50,50,100,100);
 22
                   ctx.fill();
 23
 24
               </script>
 25
       </head>
 26
       <body onload="desenha()">
 27
 28
 29
           <canvas id="desenho1" width="500" height="500">
 30
               CRISTIANO TEM SUPORTE PARA ESSE CANVAS
 31
           </canvas>
 32
       </body>
```



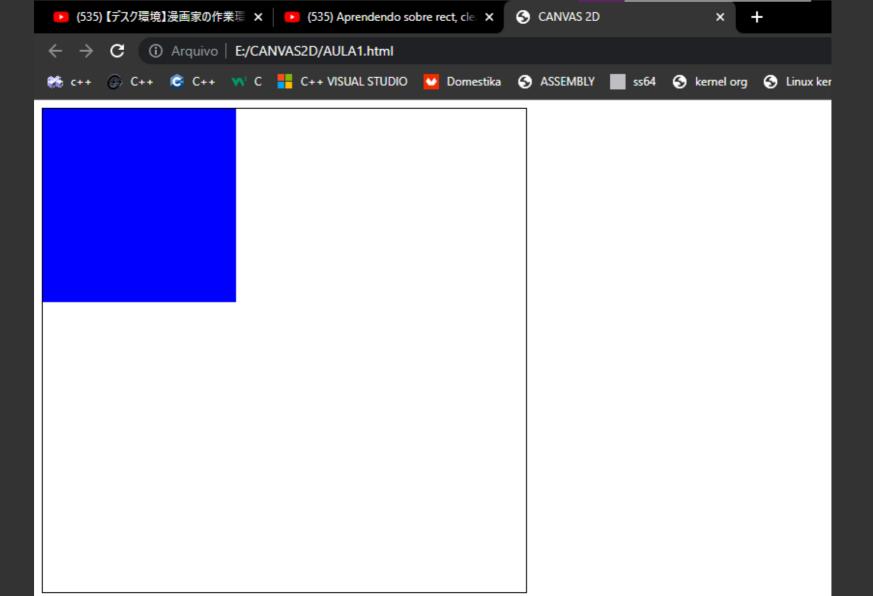
```
■ AULA1.html X

■ AULA1.html >  html
       <!DOCTYPE html>
       <html lang="pt-br">
           <meta charset="UTF-8">
           <meta http-equiv="X-UA-Compatible" content="IE=edge">
           <meta name="viewport" content="width=device-width, initial-scale=1.0">
           <title>CANVAS 2D</title>
           <style type="text/css">
               #desenho1{
                   border: 1px solid ■#000;
               <script type="text/javascript">
                   function desenha(){
                                 = document.getElementById("desenho1");
                   var canvas
                   var ctx
                                 = canvas.getContext("2d");
                   ctx.fillStyle="#00f";
                   ctx.rect(0,0,100,100);
                   ctx.fillStyle="#f00";
                   ctx.rect(50,50,100,100);
                   ctx.fill();
               </script>
       <body onload="desenha()">
           <canvas id="desenho1" width="500" height="500">
               CRISTIANO TEM SUPORTE PARA ESSE CANVAS
       </body>
```

AULA1.html - CANVAS2D - Visual Studio Code

w Go Run Terminal Help

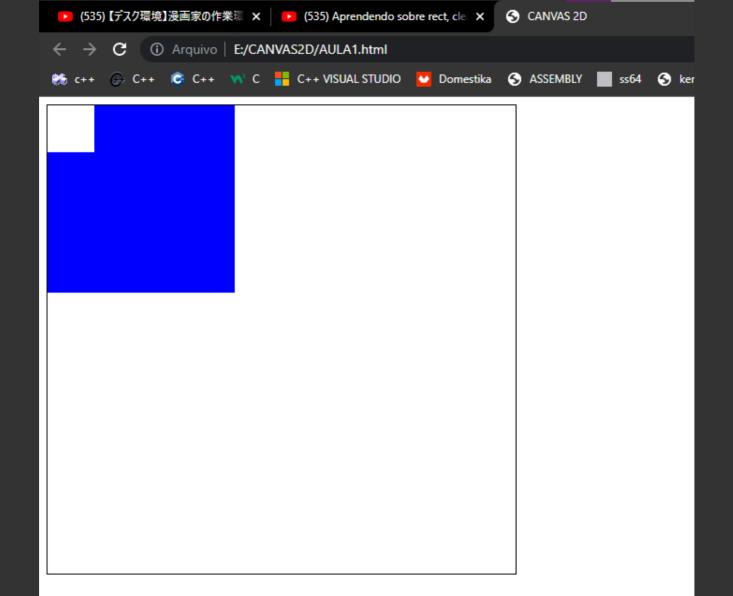
```
Go Run Terminal Help
                                            AULA1.html - CANVAS2D - Visual Studio Code
 ■ AULA1.html X
  ■ AULA1.html >  html >  head >  script >  desenha
        <!DOCTYPE html>
        <html lang="pt-br">
            <meta charset="UTF-8">
            <meta http-equiv="X-UA-Compatible" content="IE=edge">
            <meta name="viewport" content="width=device-width, initial-scale=1.0">
            <title>CANVAS 2D</title>
            <style type="text/css">
                #desenho1{
                     border: 1px solid ■#000;
                <script type="text/javascript">
                     function desenha(){
                                  = document.getElementById("desenho1");
                     var canvas
                                  = canvas.getContext("2d");
                     var ctx
                     ctx.fillStyle="#00f";
                     ctx.rect(0,0,200,200);
   19
                    ctx.fill();
                </script>
        <body onload="desenha()">
            <canvas id="desenho1" width="500" height="500">
                CRISTIANO TEM SUPORTE PARA ESSE CANVAS
            </canvas>
        </body>
```



```
■ AULA1.html ×
■ AULA1.html > ♦ html > ♦ head > ♦ script > ♦ desenha
       <!DOCTYPE html>
       <html lang="pt-br">
           <meta charset="UTF-8">
           <meta http-equiv="X-UA-Compatible" content="IE=edge">
           <meta name="viewport" content="width=device-width, initial-scale=1.0">
           <title>CANVAS 2D</title>
           <style type="text/css">
               #desenho1{
                   border: 1px solid □#000;
               <script type="text/javascript">
                   function desenha(){
                   var canvas = document.getElementById("desenho1");
                                 = canvas.getContext("2d");
                   var ctx
                   ctx.fillStyle="#00f";
                   ctx.rect(0,0,200,200);
                   ctx.fill();
                   ctx.clearRect(0,0,50,50);
               </script>
       <body onload="desenha()">
           <canvas id="desenho1" width="500" height="500">
               CRISTIANO TEM SUPORTE PARA ESSE CANVAS
```

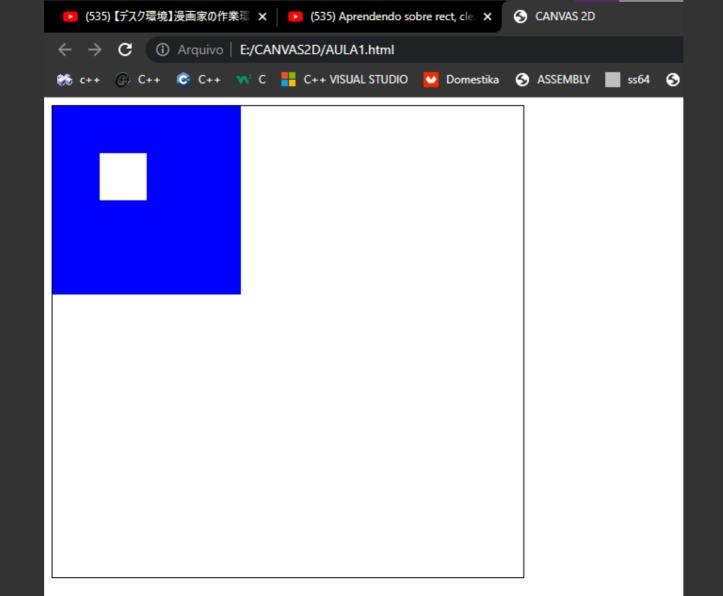
AULA1.html - CANVAS2D - Visual Studio Code

v Go Run Terminal Help



```
w Go Run Terminal Help
                                              AULA1.html - CANVAS2D - Visual Studio Code

■ AULA1.html X
    ■ AULA1.html >  html >  head
          <!DOCTYPE html>
          <html lang="pt-br">
               <meta charset="UTF-8">
               <meta http-equiv="X-UA-Compatible" content="IE=edge">
               <meta name="viewport" content="width=device-width, initial-scale=1.0">
               <title>CANVAS 2D</title>
               <style type="text/css">
                  #desenho1{
                      border: 1px solid □#000;
                   <script type="text/javascript">
                       function desenha(){
                                     = document.getElementById("desenho1");
                      var canvas
                      var ctx
                                    = canvas.getContext("2d");
                      ctx.fillStyle="#00f";
                      ctx.rect(0,0,200,200);
                      ctx.fill();
                       ctx.clearRect(50,50,50,50);
                   </script>
     25
          <body onload="desenha()">
               <canvas id="desenho1" width="500" height="500">
                   CRISTIANO TEM SUPORTE PARA ESSE CANVAS
```



```
■ AULA1.html X
■ AULA1.html >  html >  head
       <!DOCTYPE html>
       <html lang="pt-br">
           <meta charset="UTF-8">
           <meta http-equiv="X-UA-Compatible" content="IE=edge">
           <meta name="viewport" content="width=device-width, initial-scale=1.0">
           <title>CANVAS 2D</title>
           <style type="text/css">
               #desenho1{
                   border: 1px solid ■#000;
               <script type="text/javascript">
                   function desenha(){
                                = document.getElementById("desenho1");
                   var canvas
                                = canvas.getContext("2d");
                   var ctx
                   ctx.fillStyle="#00f";
                   ctx.rect(0,0,200,200);
                   ctx.fill();
                   ctx.clearRect(50,50,100,100);
               </script>
 25
       <body onload="desenha()">
           <canvas id="desenho1" width="500" height="500">
               CRISTIANO TEM SUPORTE PARA ESSE CANVAS
       </body>
```

AULA1.html - CANVAS2D - Visual Studio Code

w Go Run Terminal Help

```
Go Run Terminal Help
                                            AULA1.html - CANVAS2D - Visual Studio Code
 ■ AULA1.html X
 ■ AULA1.html > �� html > �� head > �� script > �� desenha
        <html lang="pt-br">
            <meta charset="UTF-8">
            <meta http-equiv="X-UA-Compatible" content="IE=edge">
            <meta name="viewport" content="width=device-width, initial-scale=1.0">
            <title>CANVAS 2D</title>
            <style type="text/css">
                #desenho1{
                    border: 1px solid ■#000;
                <script type="text/javascript">
                    function desenha(){
                        var px = 50;
                        var py = 50;
                                  = document.getElementById("desenho1");
                    var canvas
                                   = canvas.getContext("2d");
                    var ctx
                    ctx.fillStyle="#00f";
                    ctx.rect(px,py,200,200);
                    ctx.fill();
  24
                       ctx.clearRect(50,50,100,100);
                </script>
        <body onload="desenha()">
            <canvas id="desenho1" width="500" height="500">
                CRISTIANO TEM SUPORTE PARA ESSE CANVAS
```

