

CANVAS2D MOVIMENTAR ELEMENTOS

... AULA1.html X

AULA1.html > html > head

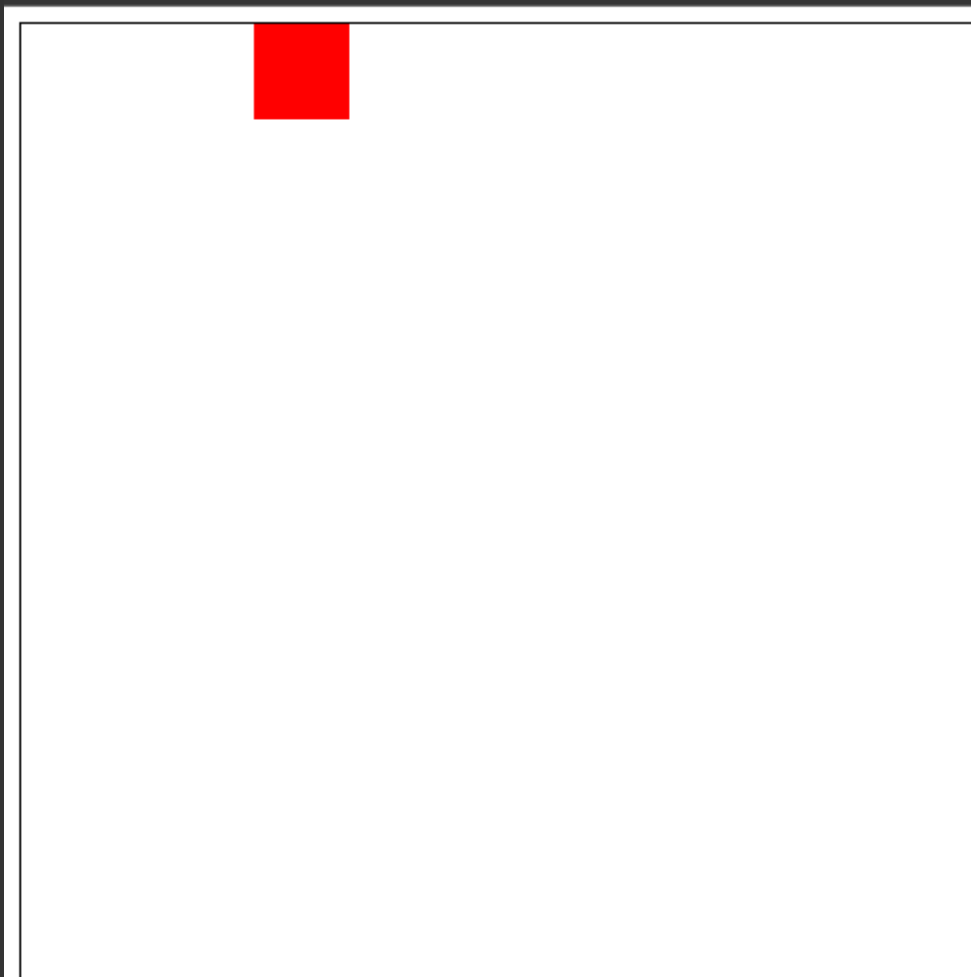
```
5 <meta http-equiv="X-UA-Compatible" content="IE=edge">
6 <meta name="viewport" content="width=device-width, initial-scale=1.0">
7 <title>CANVAS 2D</title>
8 <style type="text/css">
9     #desenho1{
10         border: 1px solid □ #000;
11     }
12 </style>
13 </head>
14 <body onload="desenha()">
15
16     <canvas id="desenho1" width="500" height="500">
17         <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
18     </canvas>
19     <script type="text/javascript">
20         let px = 0;
21         let anima;
22
23         function desenha(){
24             var canvas = document.getElementById("desenho1");
25             var ctx = canvas.getContext("2d");
26
27             ctx.clearRect(0,0,500,500);
28             ctx.fillStyle="#f00";
29             ctx.fillRect(px,0,50,50);
30
31             px++;
32
33             anima = requestAnimationFrame(desenha);
34         }
35     </script>
36 </body>
37 </html>
```



... AULA1.html X

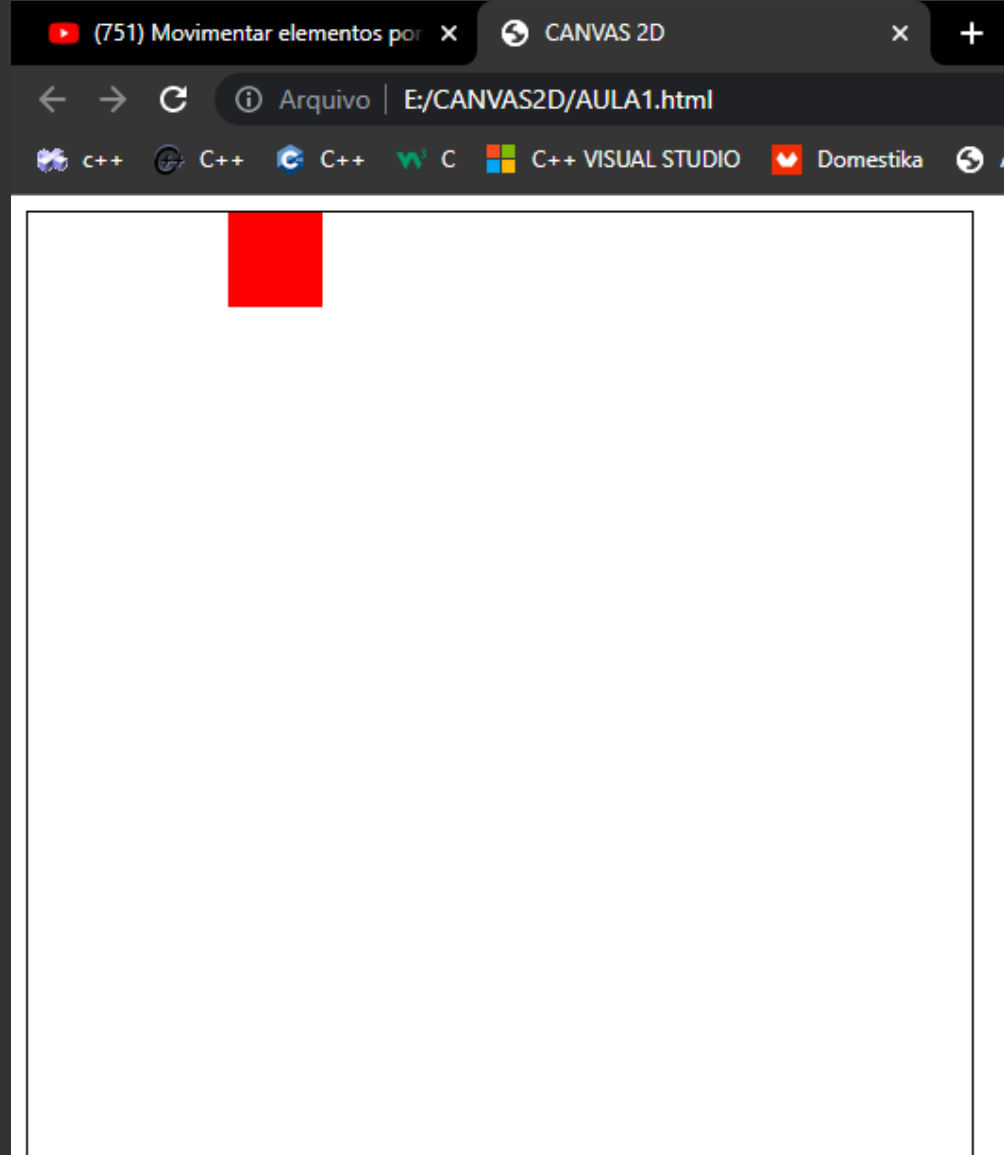
AULA1.html > html > body > script

```
5 <meta http-equiv="X-UA-Compatible" content="IE=edge">
6 <meta name="viewport" content="width=device-width, initial-scale=1">
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35         desenha();
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```
Run Terminal Help
AULA1.html - CANVAS2D - Visual Studio

AULA1.html x
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AULA1.html X

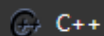
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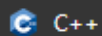
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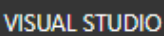
C++



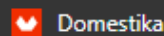
C



C++



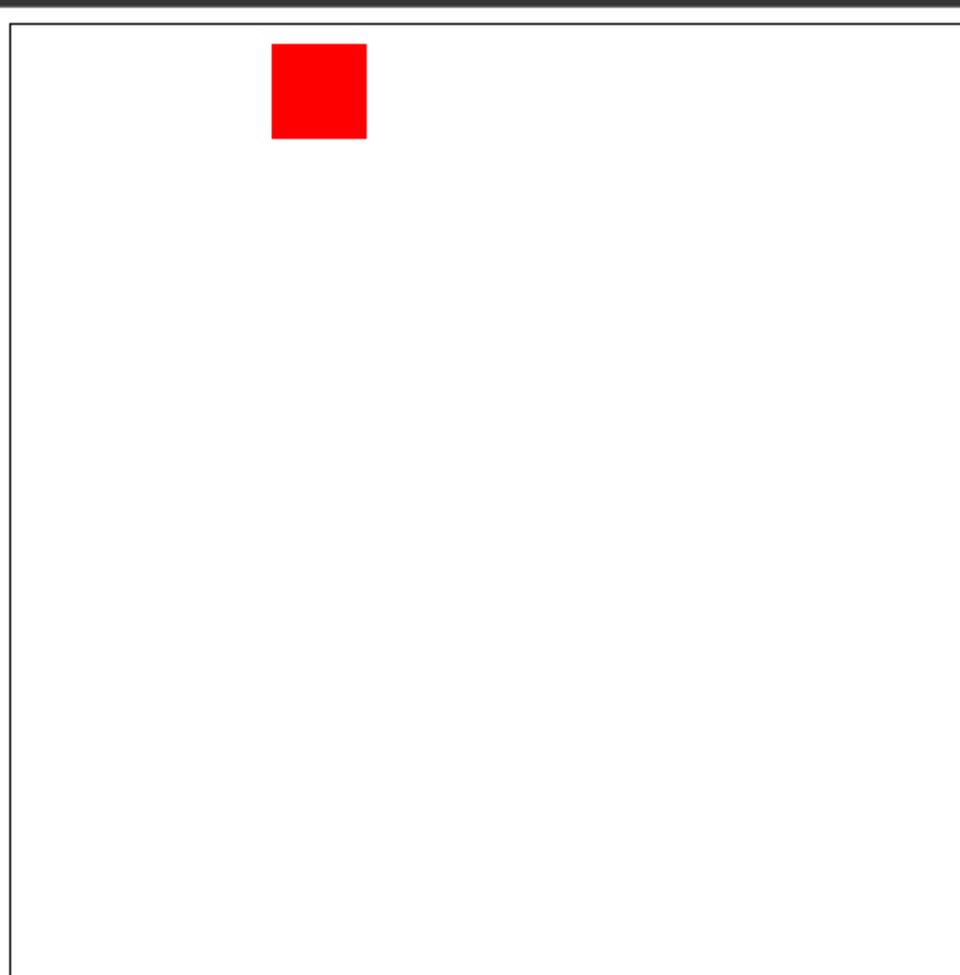
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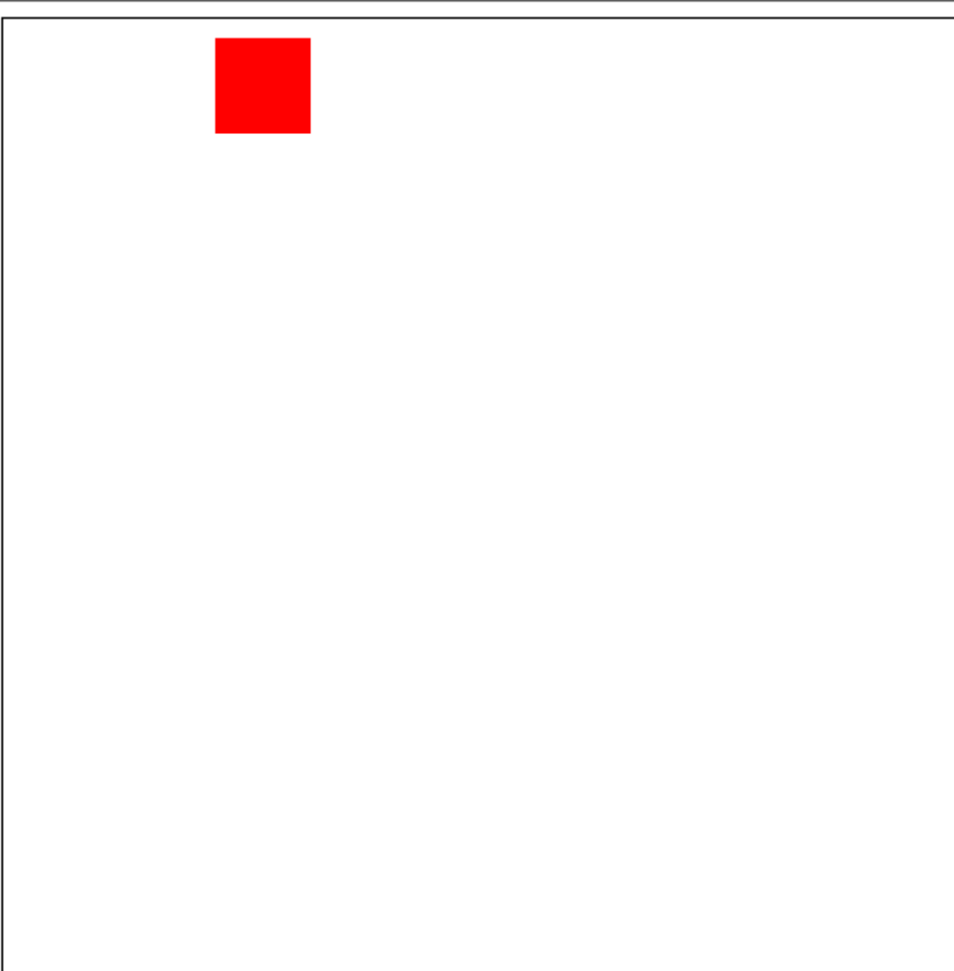
AS



AULA1.html X

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25     let l_canvas=a_canvas = 500;
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30         ctx.fillStyle="#f00";
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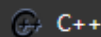
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31       ctx.fillStyle="#f00";
32       ctx.fillRect(px,py,larguraRect,alturaRect);
33
34       px+=dx;
35       if(px >= l_canvas){
36         dx=-1;
37       }
38
39       anima = requestAnimationFrame(desenha);
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c++



C++



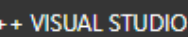
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AS



AULA1.html X

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32       ctx.fillRect(px,py,larguraRect,alturaRect);
33
34       px+=dx;
35       if(px + larguraRect >= l_canvas){
36         dx=-1;
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32     ctx.fillRect(px,py,larguraRect,alturaRect);
33
34     px+=dx;
35     if(px + larguraRect >= l_canvas){
36       dx=-1;
37     }else if(px<=0){
38       dx=1;
39     }
40
41     anima = requestAnimationFrame(desenha);
42   }
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```

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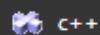


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34 | | px+=dx;
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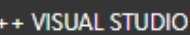
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