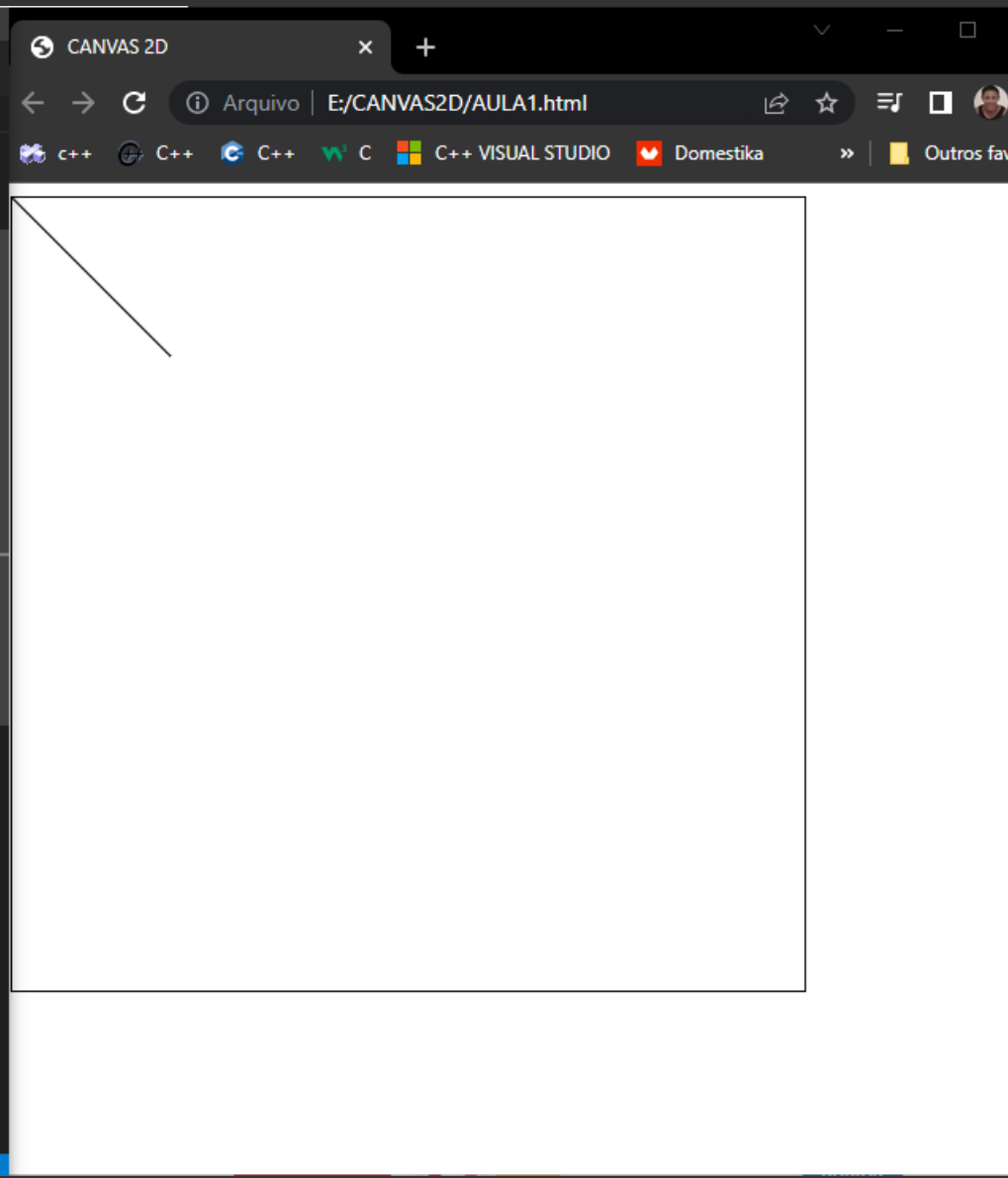


AULA1.html X

AULA1.html > html > body > script

```
1  <!DOCTYPE html>
2  <html lang="pt-br">
3  <head>
4      <meta charset="UTF-8">
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>
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 canvas = document.getElementById("desenho1");
21          let ctx    = canvas.getContext("2d");|
22
23          function desenha(){
24
25              ctx.clearRect(0,0,500,500);
26
27              //anima = requestAnimationFrame(desenha);
28          }
29          desenha();
30
31      </script>
32  </body>
33  </html>
```

```
Arquivo  Editor  Seleção  Ver  ...  AULA1.html - CANVAS2D...  
AULA1.html X  
AULA1.html > html > body > script > desenha  
8      <style type="text/css">  
9          #desenho1{  
10             border: 1px solid #000;  
11         }  
12     </style>  
13 </head>  
14 <body>  
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 canvas    = document.getElementById("desenho1");  
21         let ctx        = canvas.getContext("2d");  
22  
23         function desenha()  
24         {  
25             ctx.clearRect(0,0,500,500);  
26  
27             // x1, y1, x2, y2, raio  
28             ctx.moveTo(0,0);  
29             ctx.lineTo(100,100);  
30             ctx.stroke();  
31             //anima = requestAnimationFrame(desenha);  
32         }  
33         desenha();  
34  
35     </script>  
36 </body>  
37 </html>
```

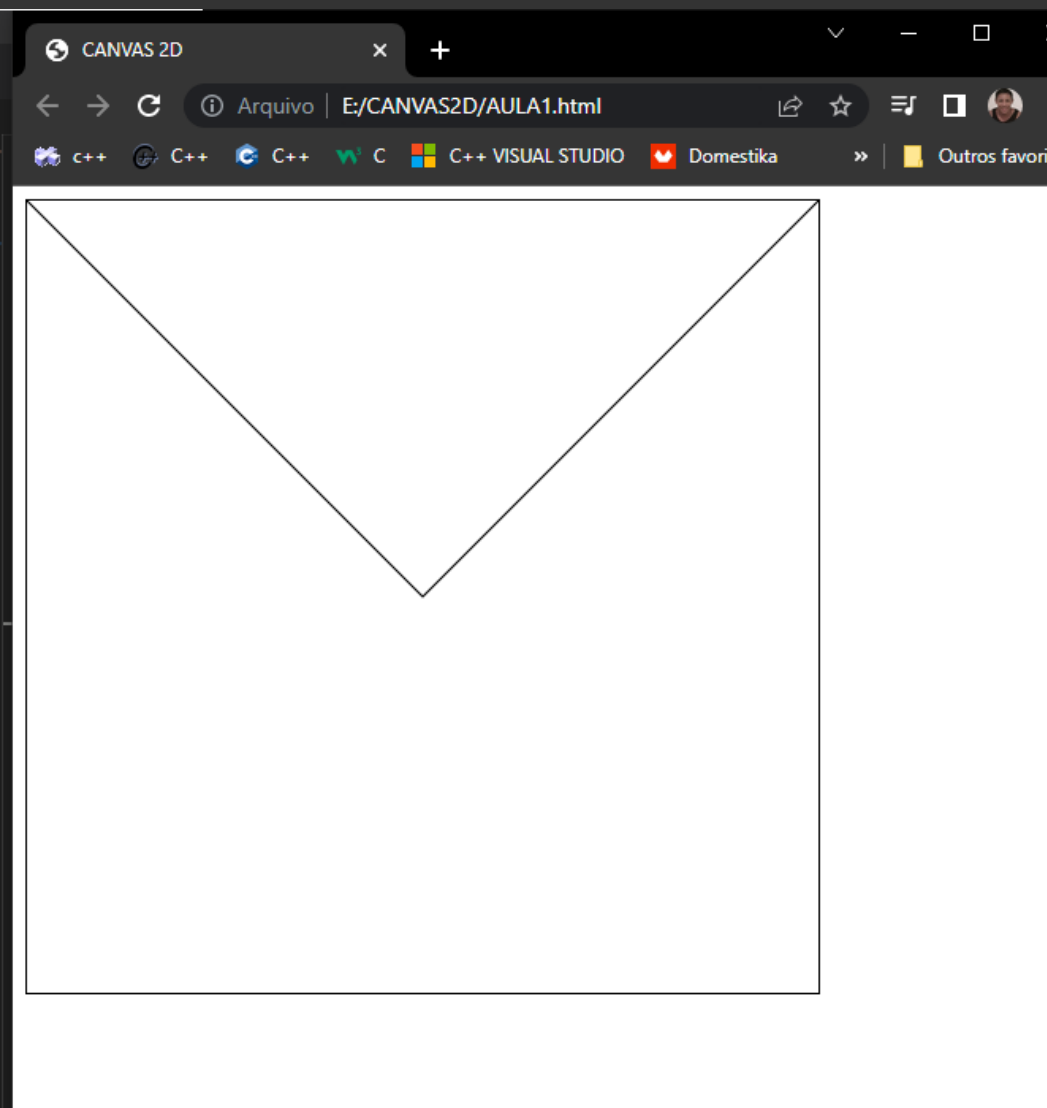


```
Arquivo  Editar  Seleção  Ver  ...  AULA1.html - CANVAS2D...  100%  -  □  X

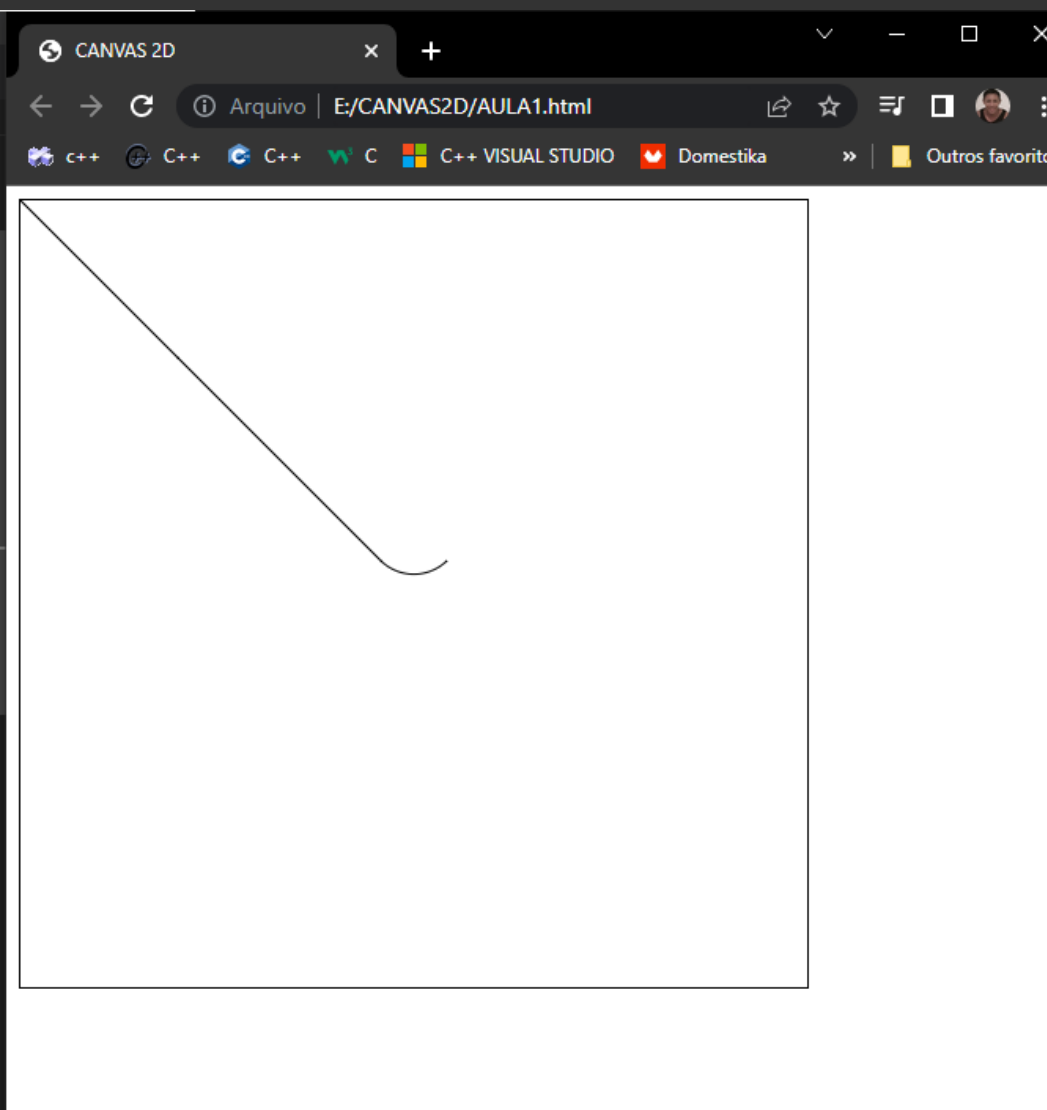
AULA1.html X  ▶  □  ...

AULA1.html > html > body > script

8      <style type="text/css">
9          #desenho1{
10             border: 1px solid □ #000;
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13 </head>
14 <body>
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 canvas    = document.getElementById("desenho1");
21         let ctx        = canvas.getContext("2d");
22
23         function desenha(){
24
25             ctx.clearRect(0,0,500,500);
26
27             // x1, y1, x2, y2, raio
28             ctx.moveTo(0,0);
29             ctx.lineTo(250,250);
30             ctx.lineTo(500,0);
31             ctx.stroke();
32             //anima = requestAnimationFrame(desenha);
33         }
34         desenha();
35
36     </script>
37 </body>
38 </html>
```



```
Arquivo  Editar  Seleção  Ver  ...  AULA1.html - CANVAS2D... 100%  
AULA1.html X  
AULA1.html > html > body > script > desenha  
8      <style type="text/css">  
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10             border: 1px solid #000;  
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22  
23         function desenha(){  
24  
25             ctx.clearRect(0,0,500,500);  
26  
27             // x1, y1, x2, y2, raio  
28             ctx.moveTo(0,0);  
29             ctx.lineTo(100,100);  
30             ctx.arcTo(250,250,500,0,30);  
31             ctx.stroke();  
32             //anima = requestAnimationFrame(desenha);  
33         }  
34         desenha();  
35  
36     </script>  
37 </body>  
38 </html>
```



AULA1.html > html > body > script > desenha

```

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26
27              // x1, y1, x2, y2, raio
28              ctx.moveTo(0,0);
29              ctx.lineTo(100,100);
30              ctx.arcTo(250,250,500,0,100);
31              ctx.stroke();
32              //anima = requestAnimationFrame(desenha);
33          }
34          desenha();
35
36      </script>
37  </body>
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```

