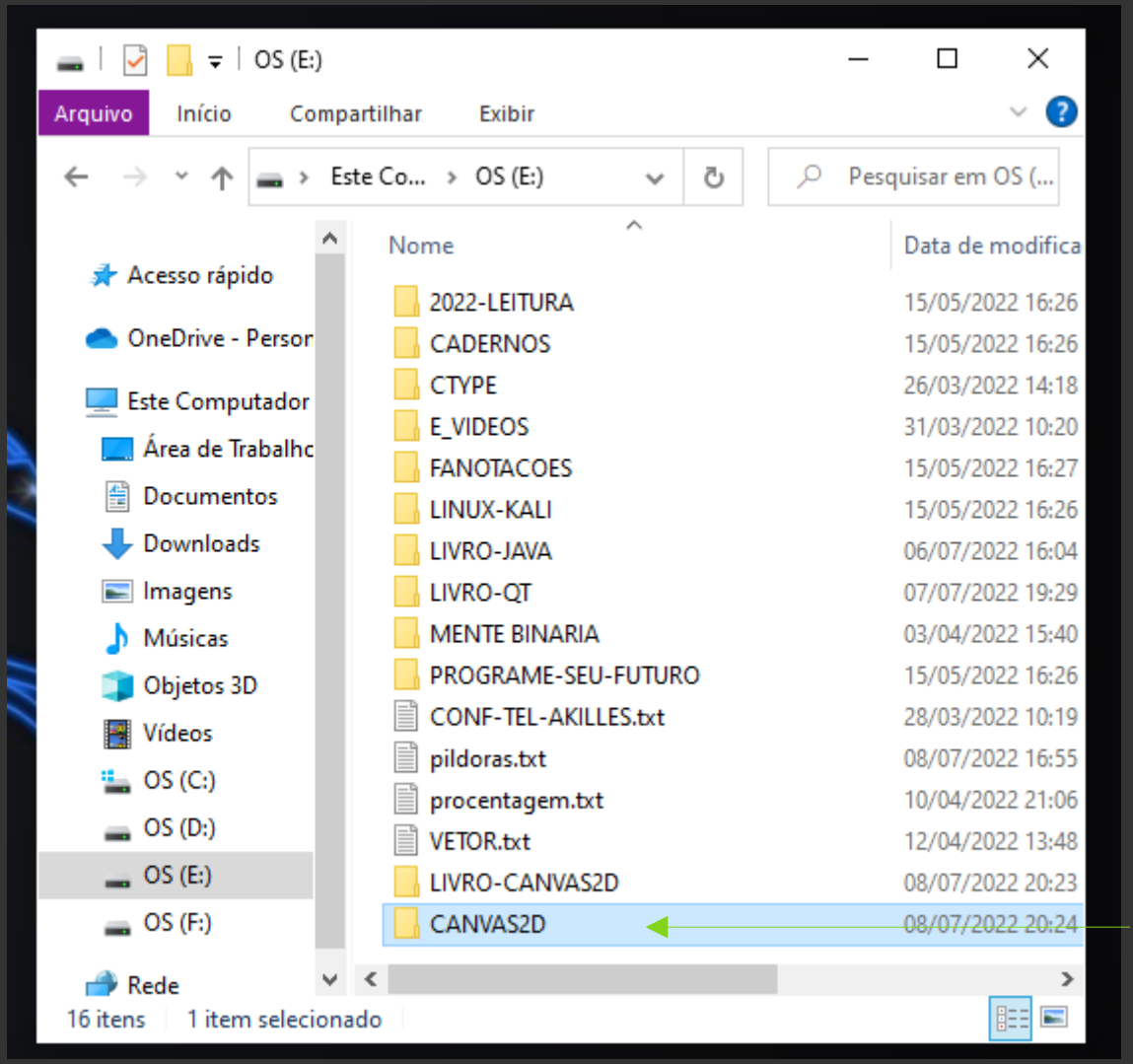
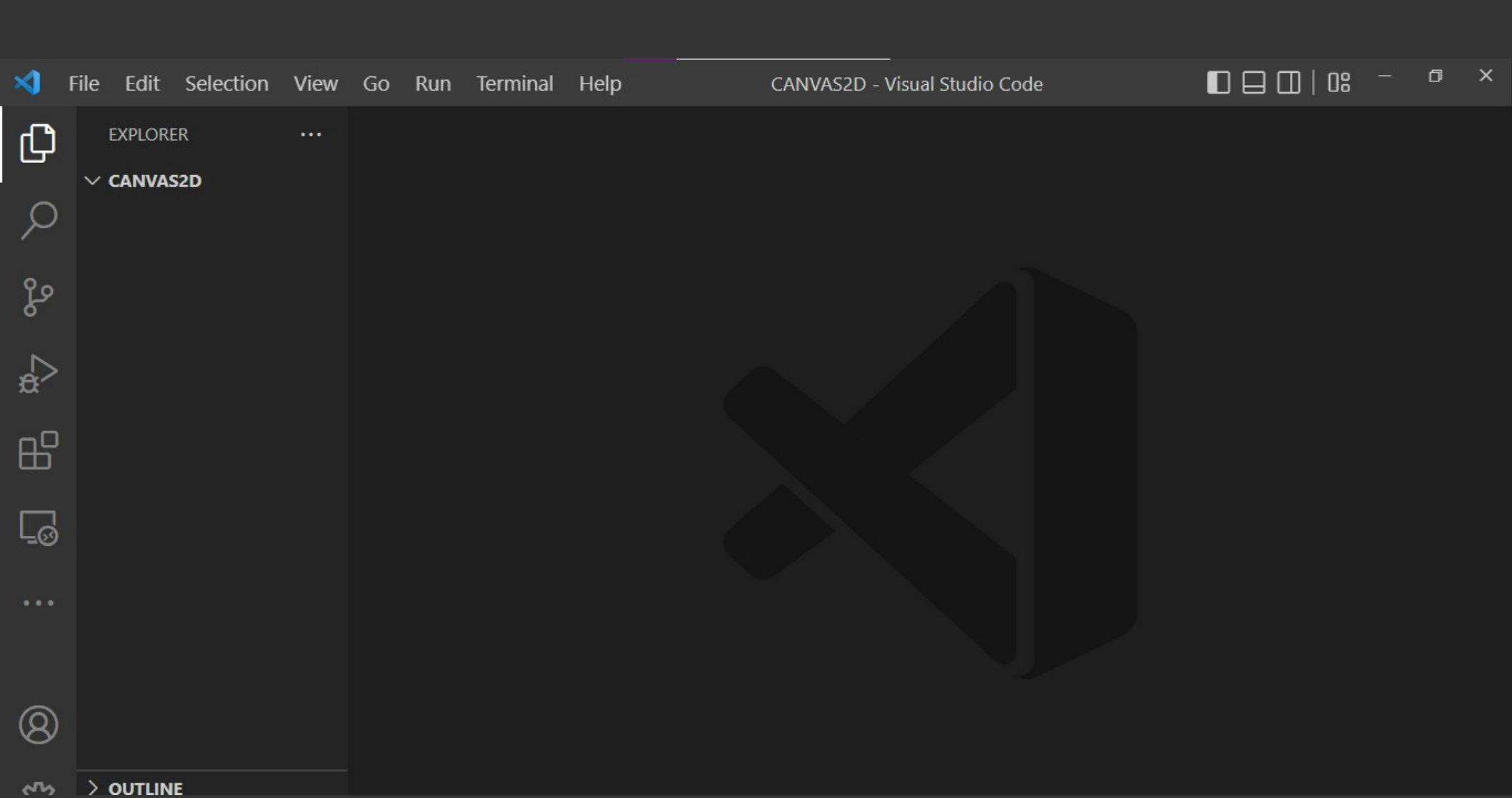
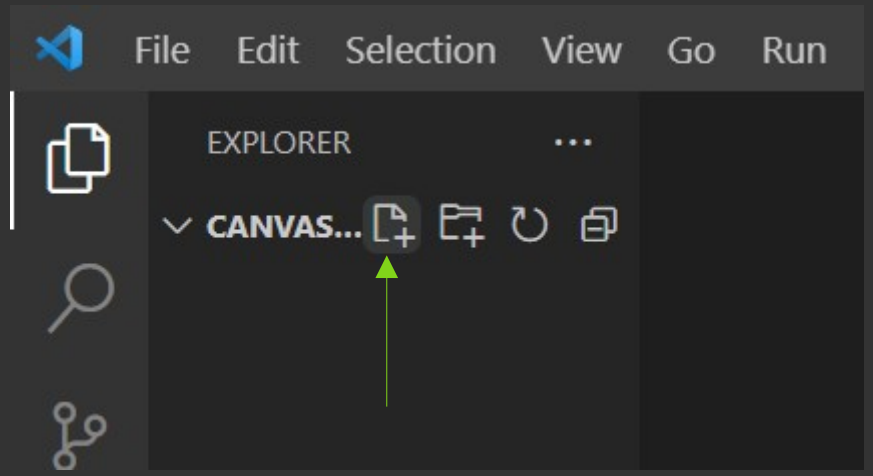
CANVAS 2D

Crie uma pasta e abra com o code




File
Edit
Selection
View
Go
Run
Terminal
Help
CANVAS2D - Visual Studio Code
EXPLORER
CANVAS2D
OUTLINE


File
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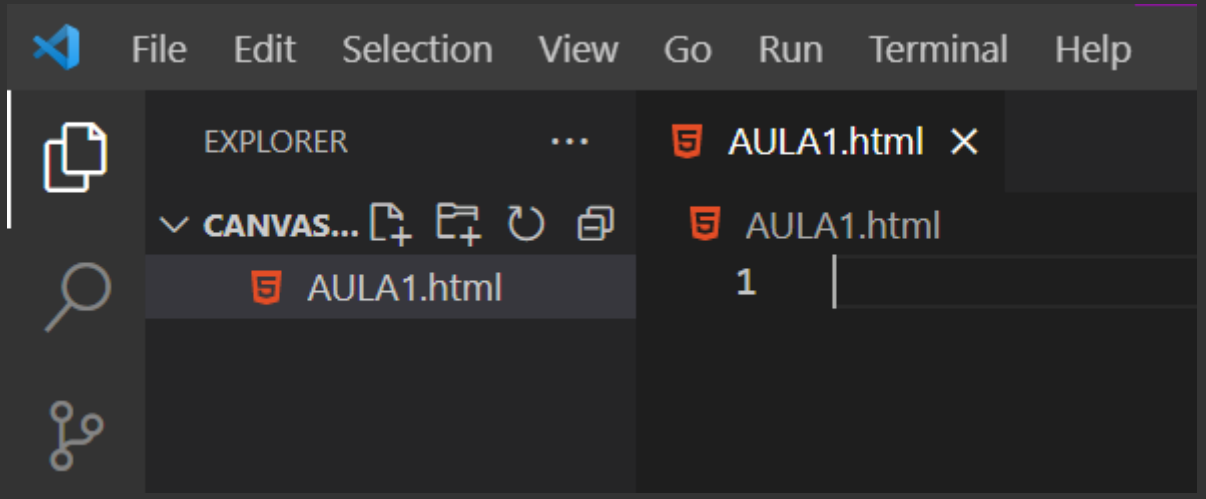
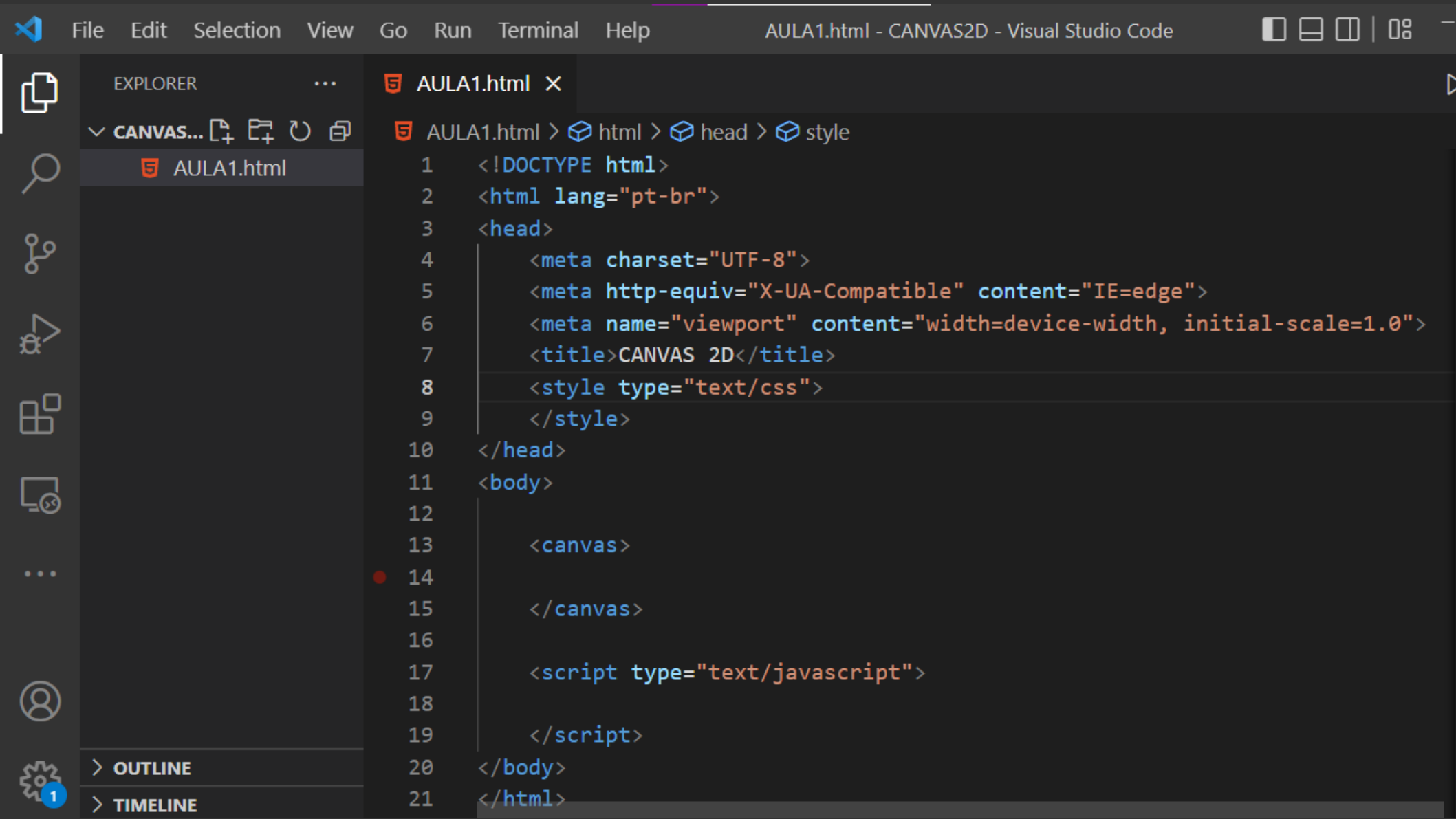
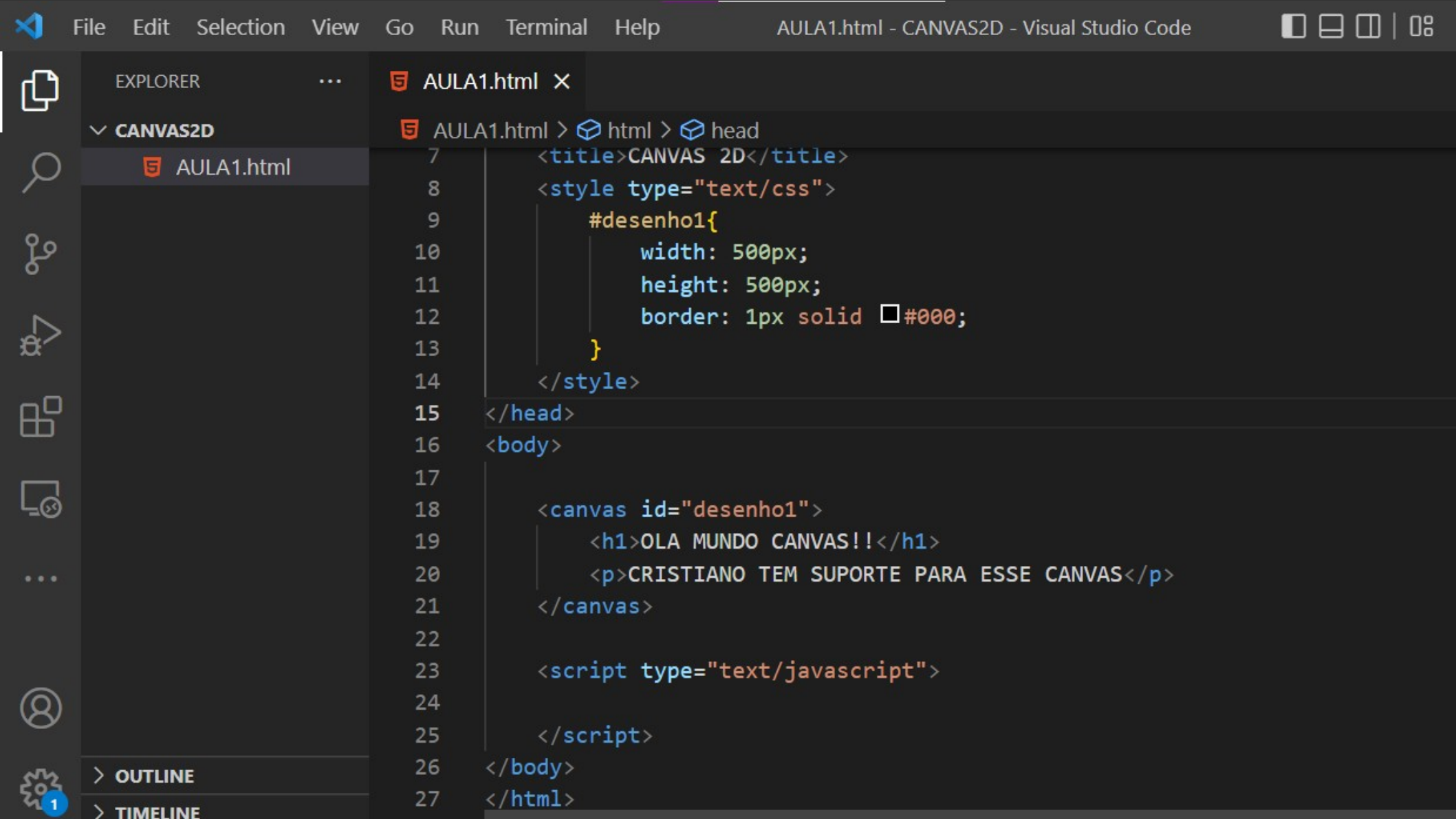
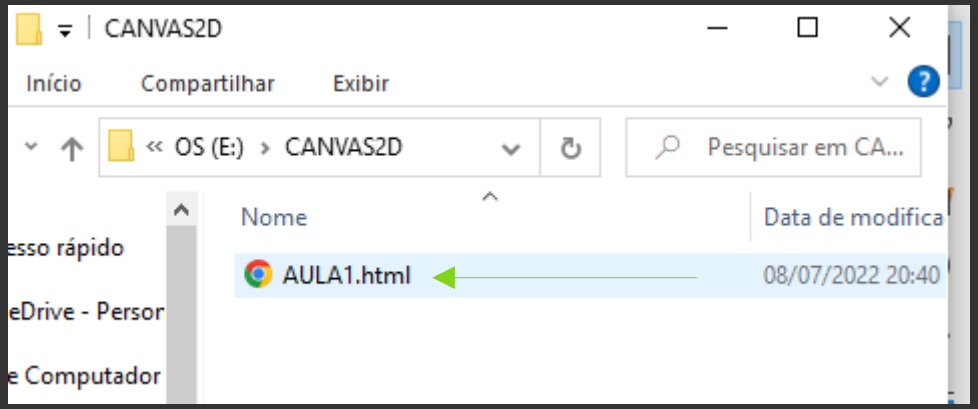
Selection
View
Go
Run
EXPLORER
CANVAS...

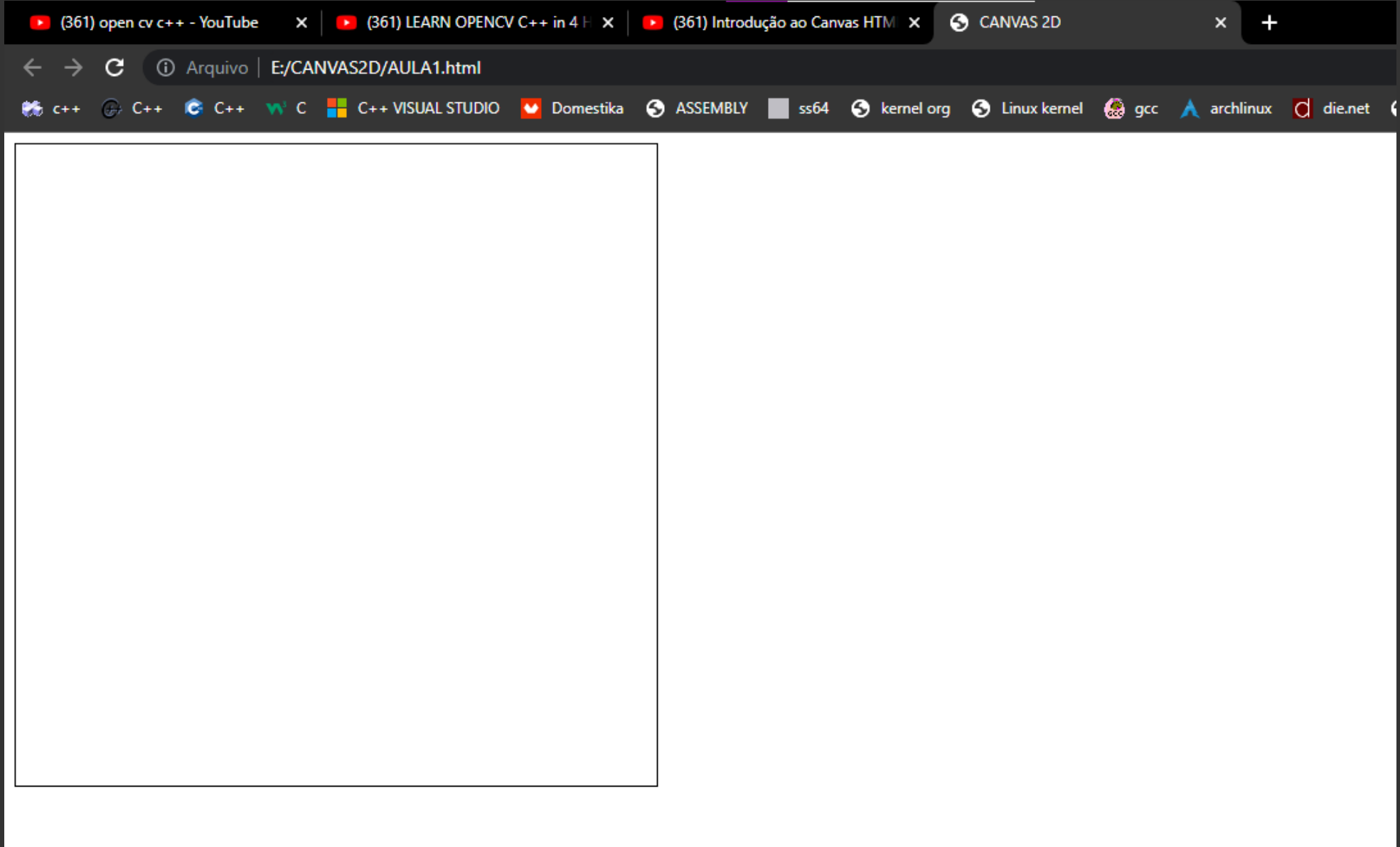

File
Edit
Selection
View
Go
Run
Terminal
Help
EXPLORER
AULA1.html
CANVAS...
AULA1.html
AULA1.html
1


File Edit Selection View Go Run Terminal Help
AULA1.html - CANVAS2D - Visual Studio Code
EXPLORER
CANVAS...
AULA1.html
AULA1.html
AULA1.html > html > head > style
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 </style>
10 </head>
11 <body>
12
13 <canvas>
14
15 </canvas>
16
17 <script type="text/javascript">
18
19 </script>
20 </body>
21 </html>
OUTLINE
TIMELINE


File Edit Selection View Go Run Terminal Help
AULA1.html - CANVAS2D - Visual Studio Code
EXPLORER
CANVAS2D
AULA1.html
AULA1.html
AULA1.html > html > head
<title>CANVAS 2D</title>
<style type="text/css">
#desenho1{
width: 500px;
height: 500px;
border: 1px solid #000;
}
</style>
</head>
<body>
<canvas id="desenho1">
<h1>OLA MUNDO CANVAS!!</h1>
CRISTIANO TEM SUPORTE PARA ESSE CANVAS
</canvas>
<script type="text/javascript">
</script>
</body>
</html>
OUTLINE
TIMELINE

Salve e execute




(361) open cv c++ - YouTube
(361) LEARN OPENCV C++ in 4
(361) Introdução ao Canvas HTM
CANVAS 2D
Arquivo
E:/CANVAS2D/AULA1.html
c++
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C
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Domestika
ASSEMBLY
ss64
kernel org
Linux kernel
gcc
archlinux
die.net

AULA1.html

AULA1.html > html > body > script

```
14      </style>
15  </head>
16  <body>
17
18      <canvas id="desenho1">
19          <h1>OLA MUNDO CANVAS!!</h1>
20          <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
21      </canvas>
22
23      <script type="text/javascript">
24          var canvas    = document.getElementById("desenho1");
25          var ctx       = canvas.getContext("2d");
26          ctx.fillStyle = "#00f";
27          ctx.fillRect(0,0,200,200);
28
29      </script>
30  </body>
31  </html>
```

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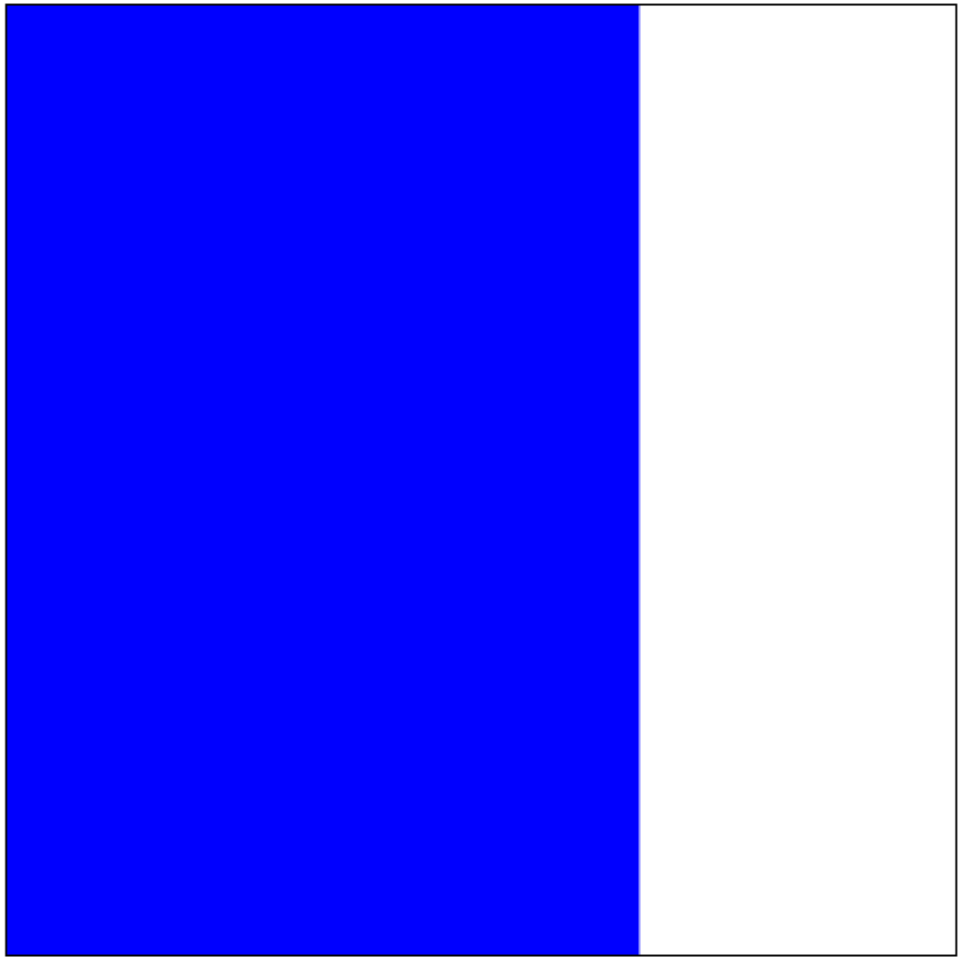
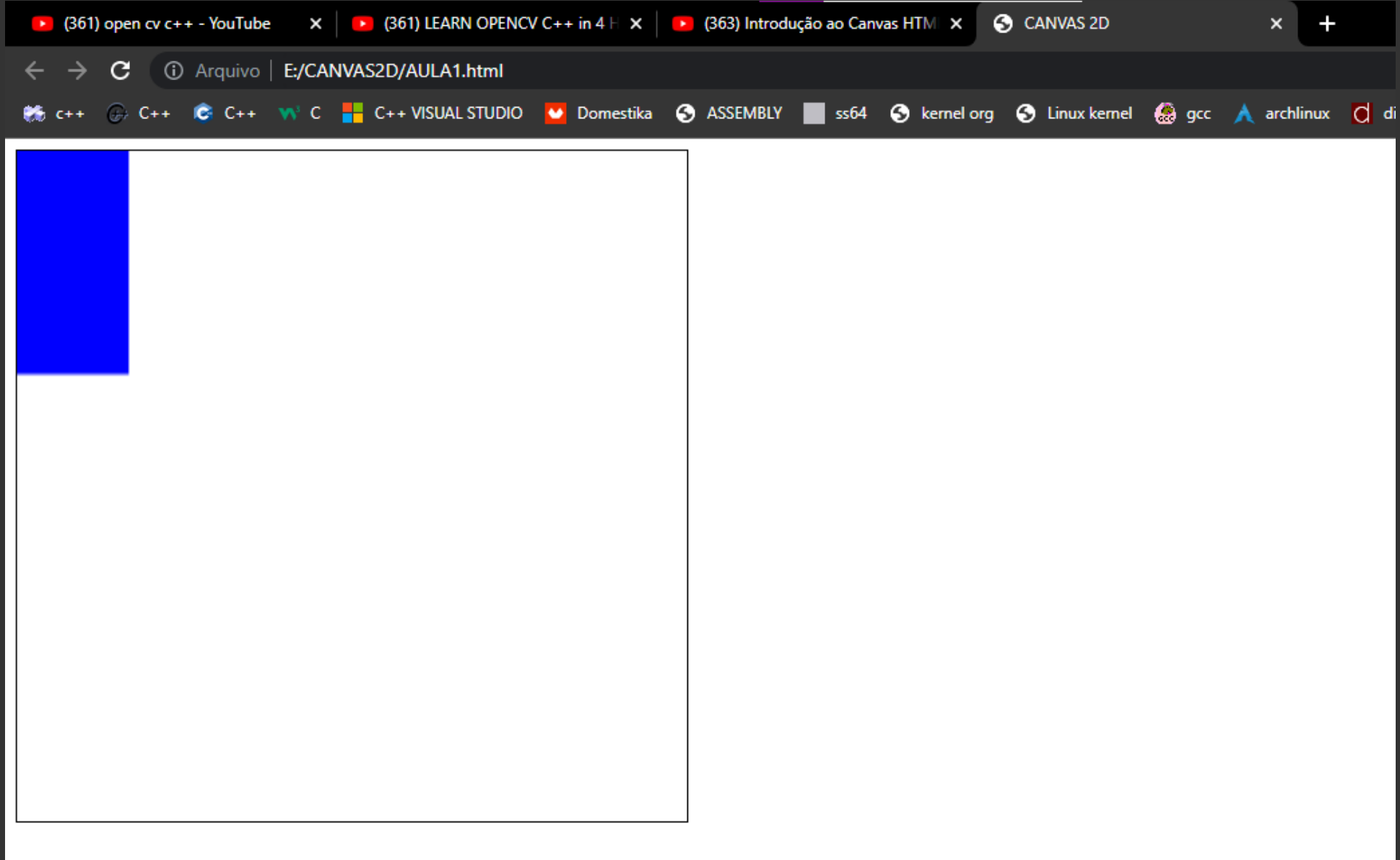


```
    <script type="text/javascript">
        var canvas    = document.getElementById("desenho1");
        var ctx       = canvas.getContext("2d");
        ctx.fillStyle = "#00f";
        ctx.fillRect(0,0,50,50);

    </script>
</body>
</html>
```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Linux kernel
gcc
archlinux

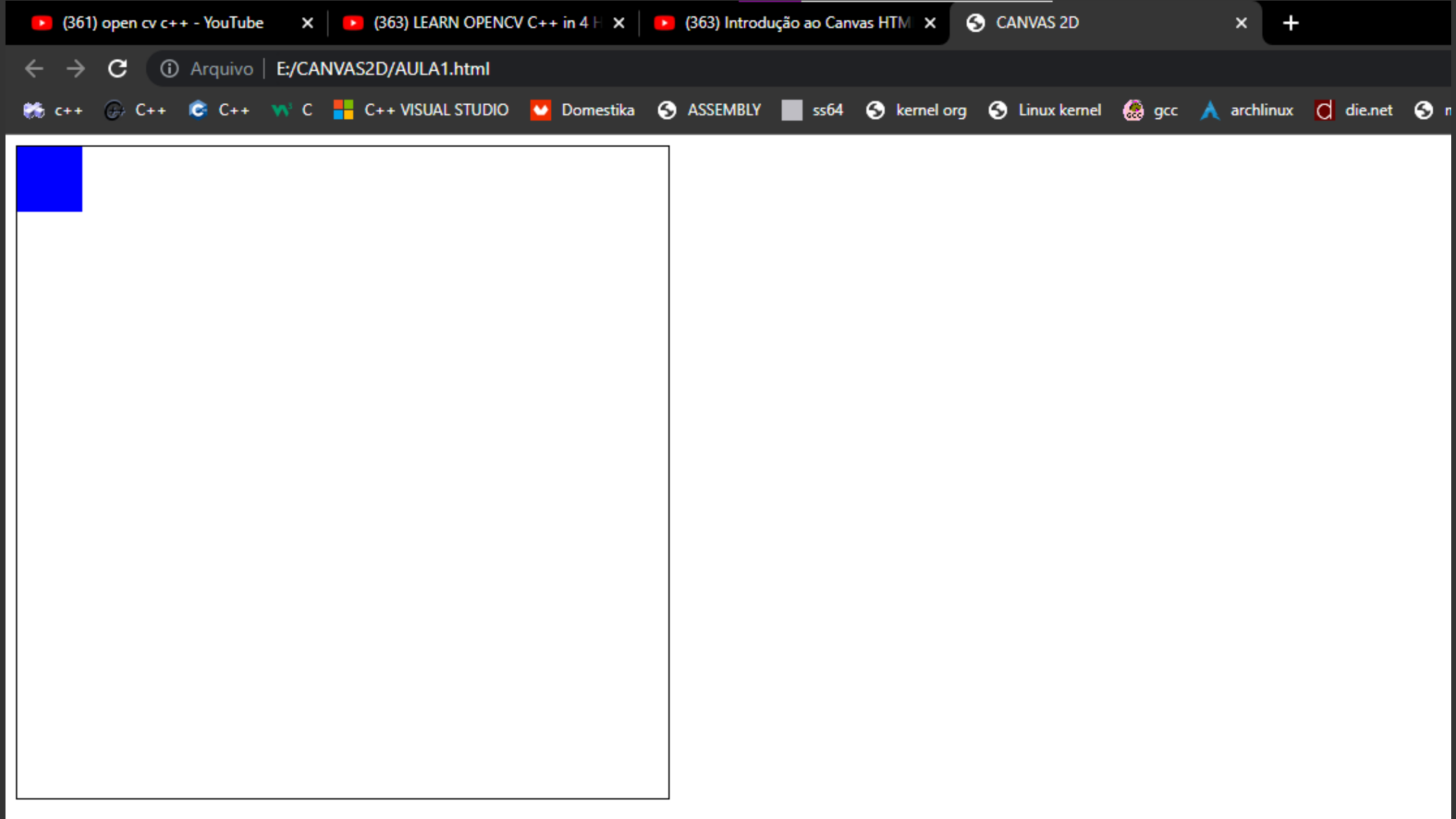
Ajustando o erro

```
    <meta name="viewport" content="width=device-width, initial-
    <title>CANVAS 2D</title>
    <style type="text/css">
        #desenho1{
            border: 1px solid #000;
        }
    </style>
</head>
<body>

    <canvas id="desenho1"  width="500" height="500">
        <h1>OLA MUNDO CANVAS!!</h1>
        <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
    </canvas>

```

Mude o width e o height de lugar para ajustar o erro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gcc
archlinux
die.net

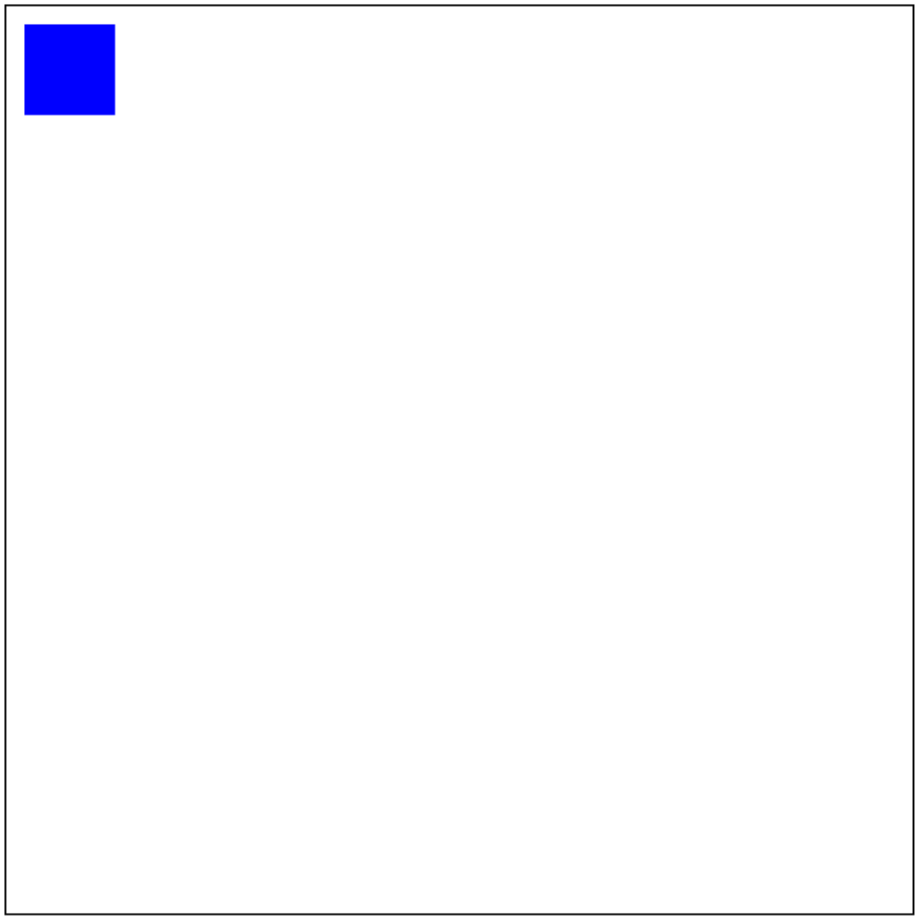
```
<!DOCTYPE html>
<html lang="pt-br">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>CANVAS 2D</title>
    <style type="text/css">
        #desenho1{
            border: 1px solid #000;
        }
    </style>
</head>
<body>

    <canvas id="desenho1"  width="500" height="500">
        <h1>OLA MUNDO CANVAS!!</h1>
        <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
    </canvas>

    <script type="text/javascript">
        var canvas    = document.getElementById("desenho1");
        var ctx       = canvas.getContext("2d");
        ctx.fillStyle = "#00f";
        ctx.fillRect(0,0,50,50);

    </script>
</body>
</html>
```

```
20
21      <script type="text/javascript">
22          var canvas    = document.getElementById("desenho1");
23          var ctx       = canvas.getContext("2d");
24          ctx.fillStyle = "#00f";
25          ctx.fillRect(10,10,50,50);
26
27      </script>
```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gcc
archlinux
die.net

```
20
21      <script type="text/javascript">
22          var canvas    = document.getElementById("desenho1");
23          var ctx       = canvas.getContext("2d");
24          ctx.fillStyle = "#00f";
25          ctx.fillRect(0,0,50,50);
26
27          ctx.fillStyle = "#f00";
28          ctx.fillRect(10,10,50,50);
29
30      </script>
31  </body>
32  </html>
```

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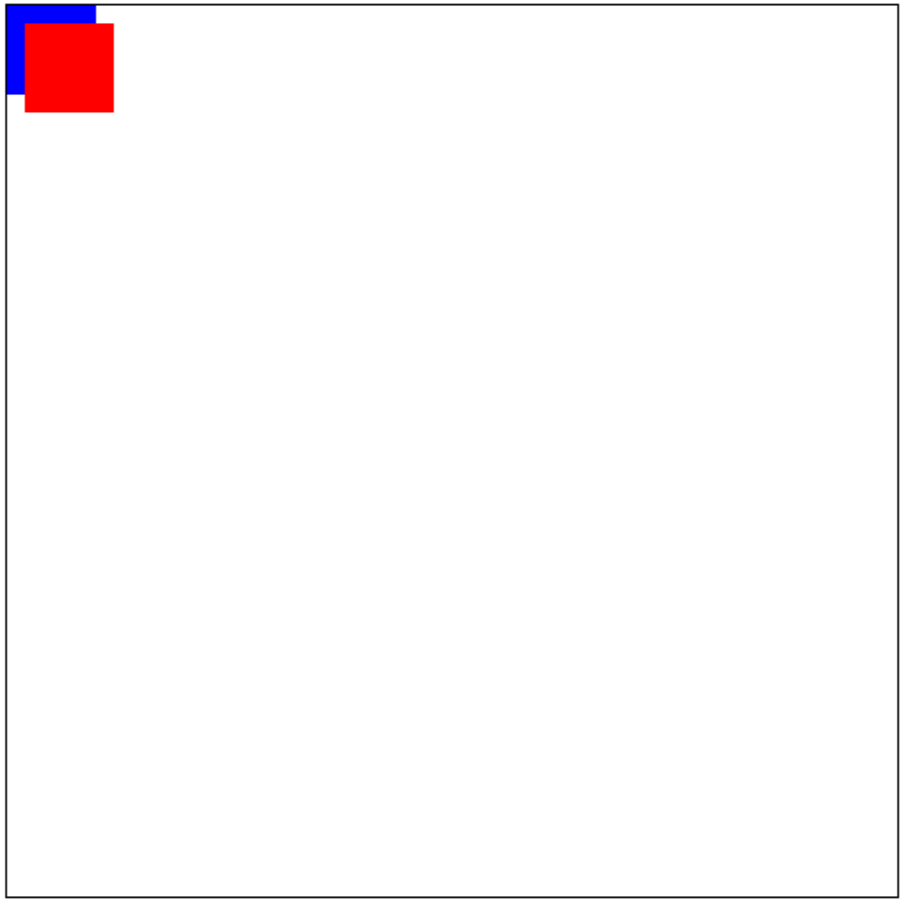
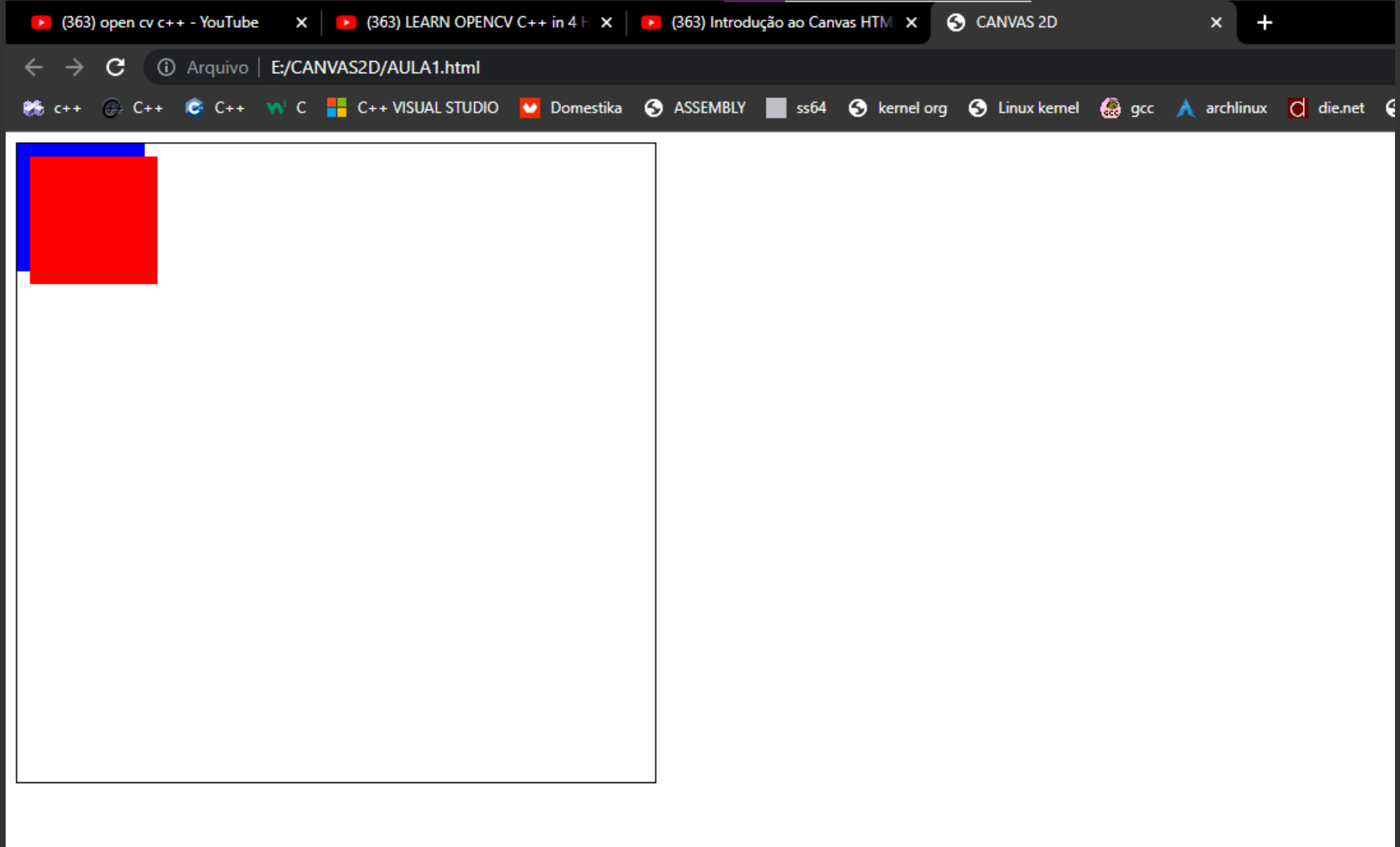


```
20
21      <script type="text/javascript">
22          var canvas    = document.getElementById("desenho1");
23          var ctx       = canvas.getContext("2d");
24          ctx.fillStyle = "#00f";
25          ctx.fillRect(0,0,100,100);
26
27          ctx.fillStyle = "#f00";
28          ctx.fillRect(10,10,100,100);
29
30      </script>
31  </body>
32  </html>
```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```
19      </canvas>
20
21      <script type="text/javascript">
22          var canvas    = document.getElementById("desenho1");
23          var ctx       = canvas.getContext("2d");
24          ctx.fillStyle = "#00f";
25          ctx.fillRect(0,0,100,100);
26
27          ctx.fillStyle = "rgba(255,0,0,0.5)";
28          ctx.fillRect(50,50,100,100);
29
30      </script>
31  </body>
32  </html>
```

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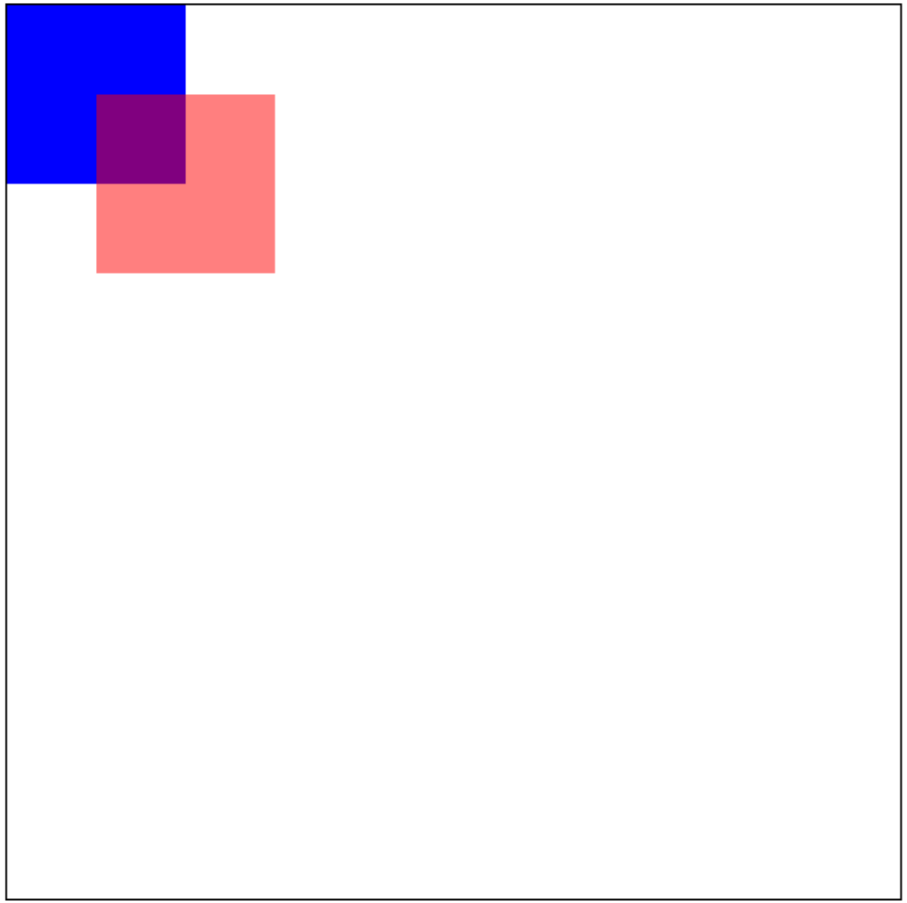
Arquivo | E:/CANVAS2D/AULA1.html

c++ | C++ | C++ | C | C++ VISUAL STUDIO | Domestika | ASSEMBLY | ss64 | kernel org | Linux kernel | gcc | archlinux | die.net