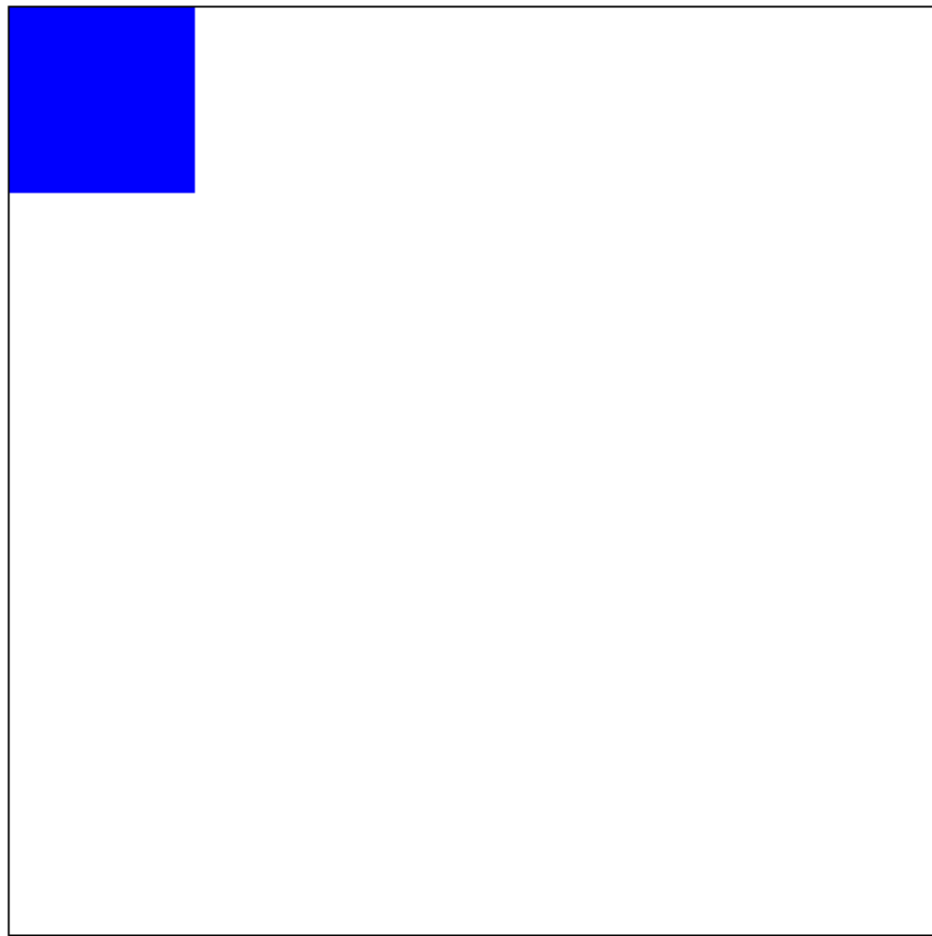



```
4     <meta charset="UTF-8">
5     <meta http-equiv="X-UA-Compatible" content="IE=edge">
6     <meta name="viewport" content="width=device-width, initial-scale=1.0">
7     <title>CANVAS 2D</title>
8     <style type="text/css">
9         #desenho1{
10             border: 1px solid □#000;
11      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

AULA1.html > html > body

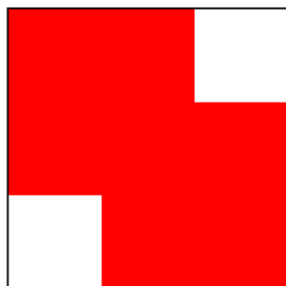
```
12     </style>
13     <script type="text/javascript">
14         function desenha(){
15             var canvas    = document.getElementById("desenho1");
16             var ctx        = canvas.getContext("2d");
17             ctx.fillStyle = "#00f";
18             ctx.fillRect(0,0,100,100);
19
20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

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



AULA1.html > html > head > script > desenha

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



AULA1.html X

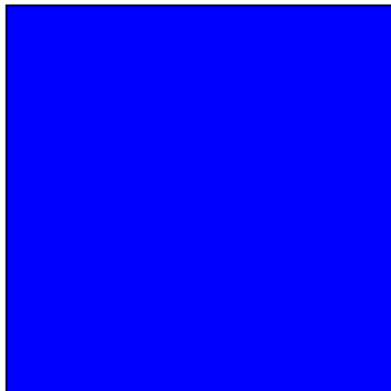
AULA1.html > html

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


... AULA1.html X

AULA1.html > html > head > script > desenha

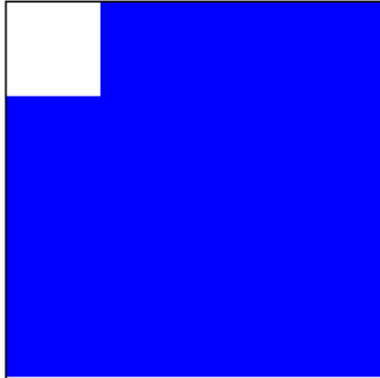
```
1 <!DOCTYPE html>
2 <html lang="pt-br">
3 <head>
4   <meta charset="UTF-8">
5   <meta http-equiv="X-UA-Compatible" content="IE=edge">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0">
7   <title>CANVAS 2D</title>
8   <style type="text/css">
9     #desenho1{
10       border: 1px solid □ #000;
11     }
12   </style>
13   <script type="text/javascript">
14     function desenha(){
15       var canvas = document.getElementById("desenho1");
16       var ctx = canvas.getContext("2d");
17
18       ctx.fillStyle="#00f";
19       ctx.rect(0,0,200,200);
20       ctx.fill();
21     }
22   </script>
23 </head>
24 <body onload="desenha()">
25
26   <canvas id="desenho1" width="500" height="500">
27     <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
28   </canvas>
29 </body>
30 </html>
```



AULA1.html X

AULA1.html > html > head > script > desenha

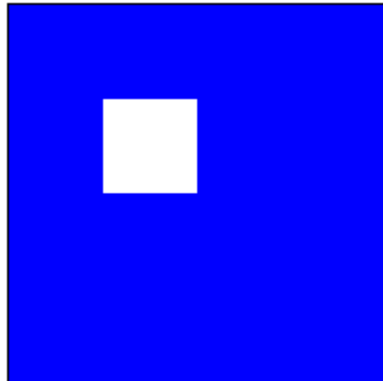
```
1  <!DOCTYPE html>
2  <html lang="pt-br">
3  <head>
4      <meta charset="UTF-8">
5      <meta http-equiv="X-UA-Compatible" content="IE=edge">
6      <meta name="viewport" content="width=device-width, initial-scale=1.0">
7      <title>CANVAS 2D</title>
8      <style type="text/css">
9          #desenho1{
10              border: 1px solid □ #000;
11          }
12      </style>
13      <script type="text/javascript">
14          function desenha(){
15              var canvas = document.getElementById("desenho1");
16              var ctx = canvas.getContext("2d");
17
18              ctx.fillStyle="#00f";
19              ctx.rect(0,0,200,200);
20              ctx.fill();
21
22              ctx.clearRect(0,0,50,50);
23          }
24      </script>
25  </head>
26  <body onload="desenha()">
27
28      <canvas id="desenho1" width="500" height="500">
29          <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
30      </canvas>
31  </body>
32  </html>
```



AULA1.html X

AULA1.html > html > head

```
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      <script type="text/javascript">
14          function desenha(){
15              var canvas    = document.getElementById("desenho1");
16              var ctx       = canvas.getContext("2d");
17
18              ctx.fillStyle="#00f";
19              ctx.rect(0,0,200,200);
20              ctx.fill();
21
22              ctx.clearRect(50,50,50,50);
23          }
24      </script>
25  </head>
26  <body onload="desenha()">
27
28      <canvas id="desenho1" width="500" height="500">
29          <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
30      </canvas>
31  </body>
32  </html>
```



AULA1.html X

AULA1.html > html > head

```
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      <script type="text/javascript">
14          function desenha(){
15              var canvas  = document.getElementById("desenho1");
16              var ctx      = canvas.getContext("2d");
17
18              ctx.fillStyle="#00f";
19              ctx.rect(0,0,200,200);
20              ctx.fill();
21
22              ctx.clearRect(50,50,100,100);
23          }
24      </script>
25  </head>
26  <body onload="desenha()">
27
28      <canvas id="desenho1" width="500" height="500">
29          <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
30      </canvas>
31  </body>
32  </html>
```

AULA1.html X

AULA1.html > html > head > script > desenha

```
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   <script type="text/javascript">
14     function desenha(){
15       var px = 50;
16       var py = 50;
17       var canvas = document.getElementById("desenho1");
18       var ctx = canvas.getContext("2d");
19
20       ctx.fillStyle="#00f";
21       ctx.rect(px,py,200,200);
22       ctx.fill();
23
24       // ctx.clearRect(50,50,100,100);
25     }
26   </script>
27 </head>
28 <body onload="desenha()">
29
30   <canvas id="desenho1" width="500" height="500">
31     <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
32   </canvas>
33 </body>
34 </html>
```