


```
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   let dx = 1;
23   let px = 0;
24   let py = 10;
25   let larguraRect=alturaRect = 50;
26   let l_canvas=a_canvas = 500;
27   let anima;
28
29   function desenha(){
30     ctx.clearRect(0,0,l_canvas,a_canvas);
31     ctx.fillStyle="#f00";
32     ctx.fillRect(px,py,larguraRect,alturaRect);
33
34     ctx.lineWidth=3;
35     ctx.strokeStyle="#000";
36     ctx.strokeRect(px,py,larguraRect,alturaRect);
37
38     px+=dx;
39     if((px + larguraRect >= l_canvas) || (px<=0)){
40       dx*=-1;
41     }
42
43     anima = requestAnimationFrame(desenha);
44   }
45   desenha();
46 </script>
47 </body>
48 </html>
```



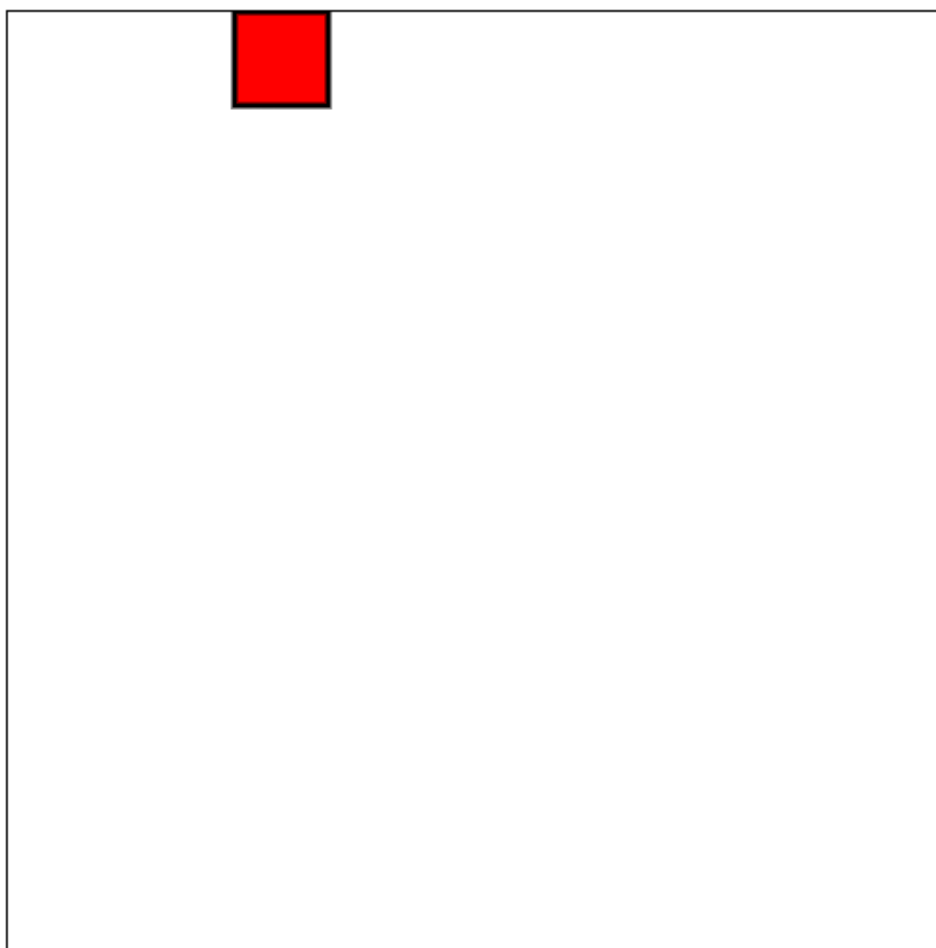
AULA1.html X

AULA1.html > html > body > script

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< > ↺ Arquivo | E:/CANVAS2D/AULA1.html

C++ C++ C++ C C++ VISUAL STUDIO Domestika ASSEMBLY



```

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18 </canvas>
19 <script type="text/javascript">
20     let canvas = document.getElementById("desenho1");
21     let ctx = canvas.getContext("2d");
22     let dx = 1;
23     let dy = 0;
24     let px = 0;
25     let py = 0;
26     let anima;
27     let l_ret=a_ret= 50;
28     let l_canvas=a_canvas=500;
29
30     function desenha(){
31         ctx.clearRect(0,0,l_canvas,a_canvas);
32         ctx.fillStyle="#f00";
33         ctx.fillRect(px,py,l_ret,a_ret);
34
35         ctx.lineWidth=3;
36         ctx.strokeStyle="#000";
37         ctx.strokeRect(px,py,l_ret,a_ret);
38
39         px+=dx;
40         py+=dy;
41         if((px<=0)&&(py<=0)){
42             dx=1;
43             dy=0;
44         }
45         if((px + larguraRect >= l_canvas)&&(py<=0)){
46             dx=0;
47             dy=1;
48         }

```

```

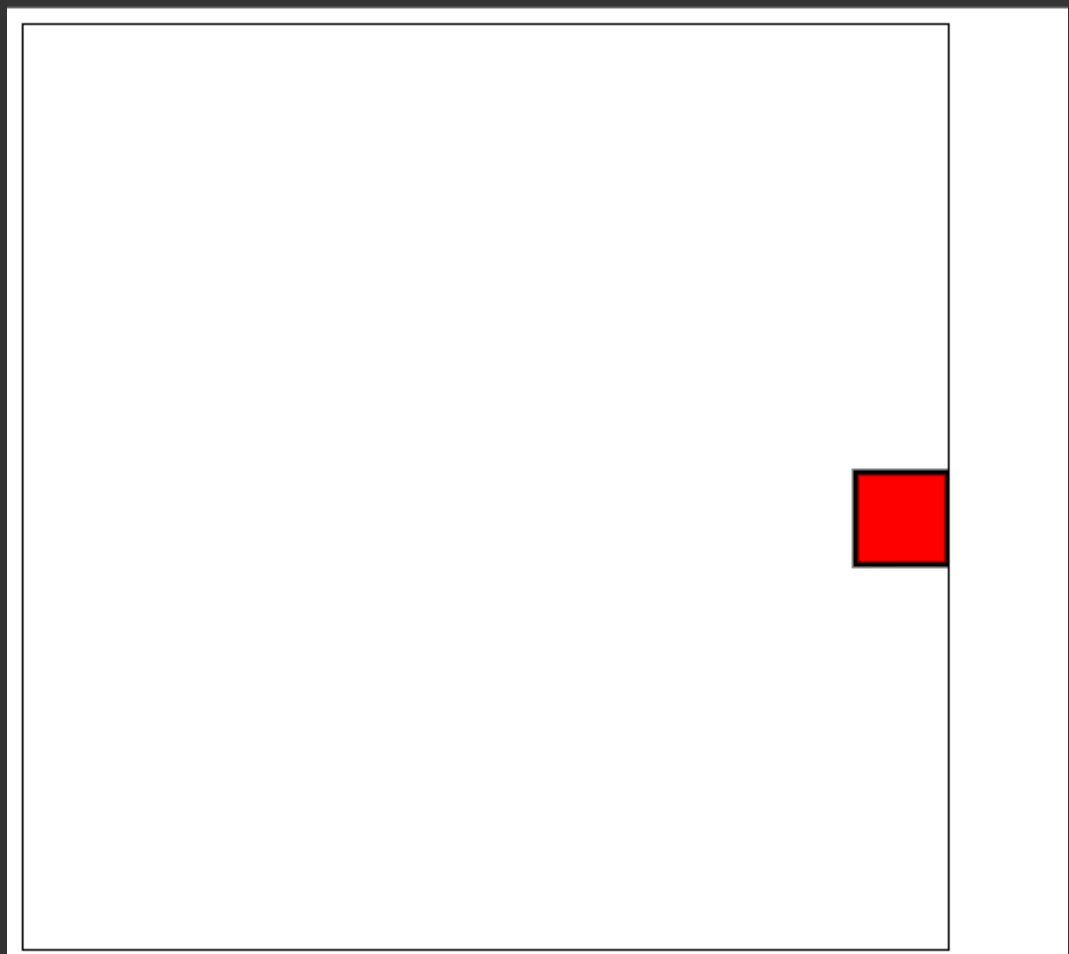
51     ctx.clearRect(0,0,l_canvas,a_canvas);
52     ctx.fillStyle="#f00";
53     ctx.fillRect(px,py,l_ret,a_ret);
54
55     ctx.lineWidth=3;
56     ctx.strokeStyle="#000";
57     ctx.strokeRect(px,py,l_ret,a_ret);
58
59     px+=dx;
60     py+=dy;
61     if((px<=0)&&(py<=0)){
62         dx=1;
63         dy=0;
64     }
65     if((px+l_ret>=l_canvas)&&(py<=0)){
66         dx=0;
67         dy=1;
68     }
69     if((px+l_ret>=l_canvas)&&(py+a_ret>=a_canvas)){
70         dx=-1;
71         dy=0;
72     }
73     if((px<=0)&&(py+a_ret>=a_canvas)){
74         dx=0;
75         dy=-1;
76     }
77
78     anima = requestAnimationFrame(desenha);
79 }
80 desenha();
81 </script>
82 </body>
83 </html>

```

Browser tabs: (785) "Hello World" - Part 1 Gam... X | (778) Movimentar elementos por X | CANVAS 2D

Address bar: E:/CANVAS2D/AULA1.html

Taskbar: c++ C++ C++ C++ C++ VISUAL STUDIO Domestika ASSEMBLY



Browser tabs: (785) "Hello World" - Part 1 Gam... X | (787) Movimentar elementos por X | CANVAS 2D

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Taskbar: c++ C++ C++ C++ C++ VISUAL STUDIO Domestika ASSEMBLY

