CANVAS2D ANIMAÇÃO

EXPLORER · · ·

∨ CANVAS2D

AULA1.html

AULA1.html ✕

AULA1.html > ⬡ 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.fillRect(0,0,50,50);
19          }
20      </script>
21  </head>
22  <body onload="desenha()">
23
24      <canvas id="desenho1"  width="500" height="500">
25          <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
26      </canvas>
27  </body>
28  </html>
```

CANVAS 2D

Arquivo | E:/CANVAS2D/AULA1.html

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AULA1.html ✕

AULA1.html > ⊘ html > ⊘ head > ⊘ script > ⊘ desenha

```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="#f00";
19               ctx.fillRect(0,0,50,50);
20               }
21           </script>
22   </head>
23   <body onload="desenha()">
24
25       <canvas id="desenho1"  width="500" height="500">
26           <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
27       </canvas>
28   </body>
29   </html>
```
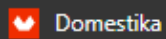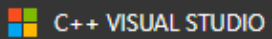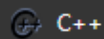
c++   C++   C++   C   C++ VISUAL STUDIO   Domestika   ASSEM
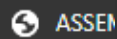
⬡ AULA1.html ✕

AULA1.html > ⬡ html > ⬡ head > ⬡ script > ⬡ desenha

```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=
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                  px = 10;
16              var canvas    = document.getElementById("desenho1");
17              var ctx       = canvas.getContext("2d");
18
19              ctx.fillStyle="#f00";
20              ctx.fillRect(px,0,50,50);
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>
```

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

```html
    <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>
        <script type="text/javascript">
            let px = 0;
            let anima;

            function desenha(){

            var canvas    = document.getElementById("desenho1");
            var ctx       = canvas.getContext("2d");

            ctx.fillStyle="#f00";
            ctx.fillRect(px,0,50,50);

            px++;
            anima = requestAnimationFrame(desenha);
            }
        </script>
</head>
<body onload="desenha()">

    <canvas id="desenho1"  width="500" height="500">
        <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
    </canvas>
</body>
</html>
```

AULA1.html ✕

AULA1.html > ⬡ html > ⬡ body

```html
 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                  let px = 0;
15                  let anima;
16
17                  function desenha(){
18                      var canvas    = document.getElementById("desenho1");
19                      var ctx       = canvas.getContext("2d");
20
21                      ctx.clearRect(0,0,500,500);
22                      ctx.fillStyle="#f00";
23                      ctx.fillRect(px,0,50,50);
24
25                      px++;
26                      anima = requestAnimationFrame(desenha);
27                  }
28          </script>
29      </head>
30  <body onload="desenha()">
31
32      <canvas id="desenho1"  width="500" height="500">
33          <p>CRISTIANO TEM SUPORTE PARA ESSE CANVAS</p>
34      </canvas>
35  </body>
36  </html>
```

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