CANVAS2D LINES

EXPLORER   ···   AULA1.html ✕

∨ CANVAS2D   AULA1.html > ⬡ html > ⬡ head > ⬡ script > ⬡ desenha

   AULA1.html

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

```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 px = 50;
 16           var py = 50;
 17           var canvas    = document.getElementById("desenho1");
 18           var ctx       = canvas.getContext("2d");
 19
 20           ctx.moveTo(0,0);
 21           ctx.lineTo(250,250);
 22           ctx.stroke();
 23
 24           // ctx.fillStyle="#00f";
 25           // ctx.rect(px,py,200,200);
 26           // ctx.fill();
 27           // ctx.clearRect(50,50,100,100);
 28           }
 29       </script>
 30   </head>
 31   <body onload="desenha()">
 32
 33       <canvas id="desenho1"  width="500" height="500">
```
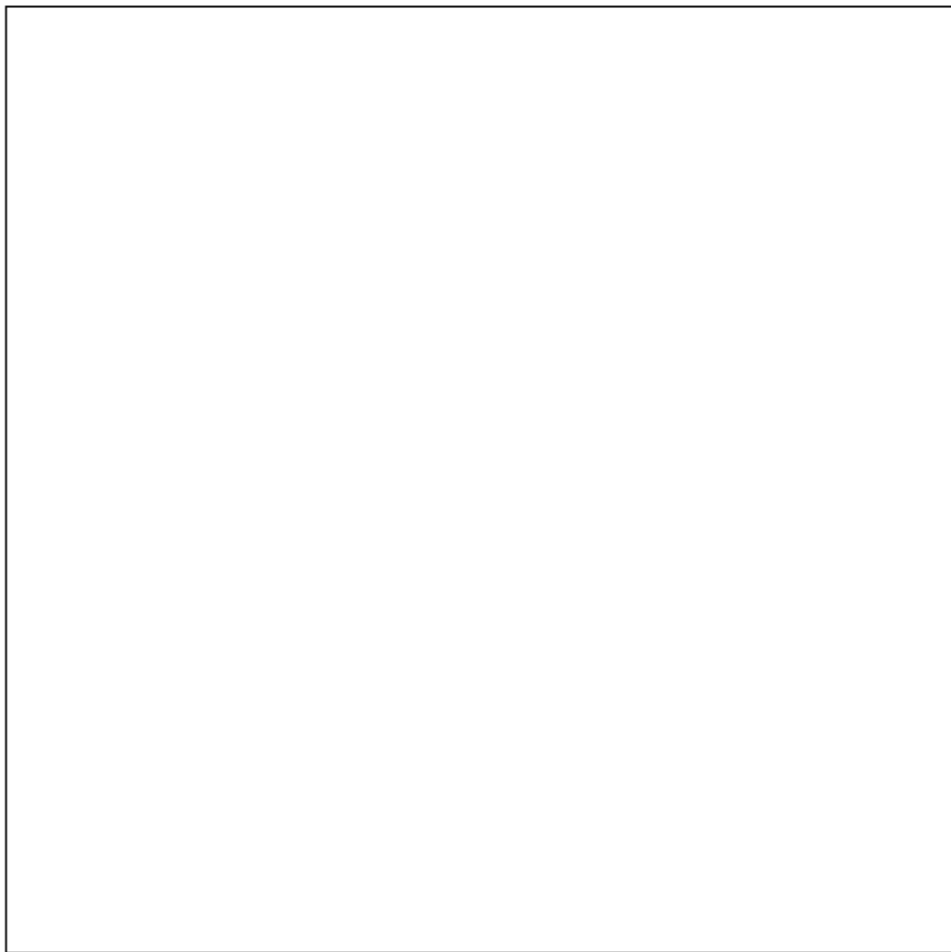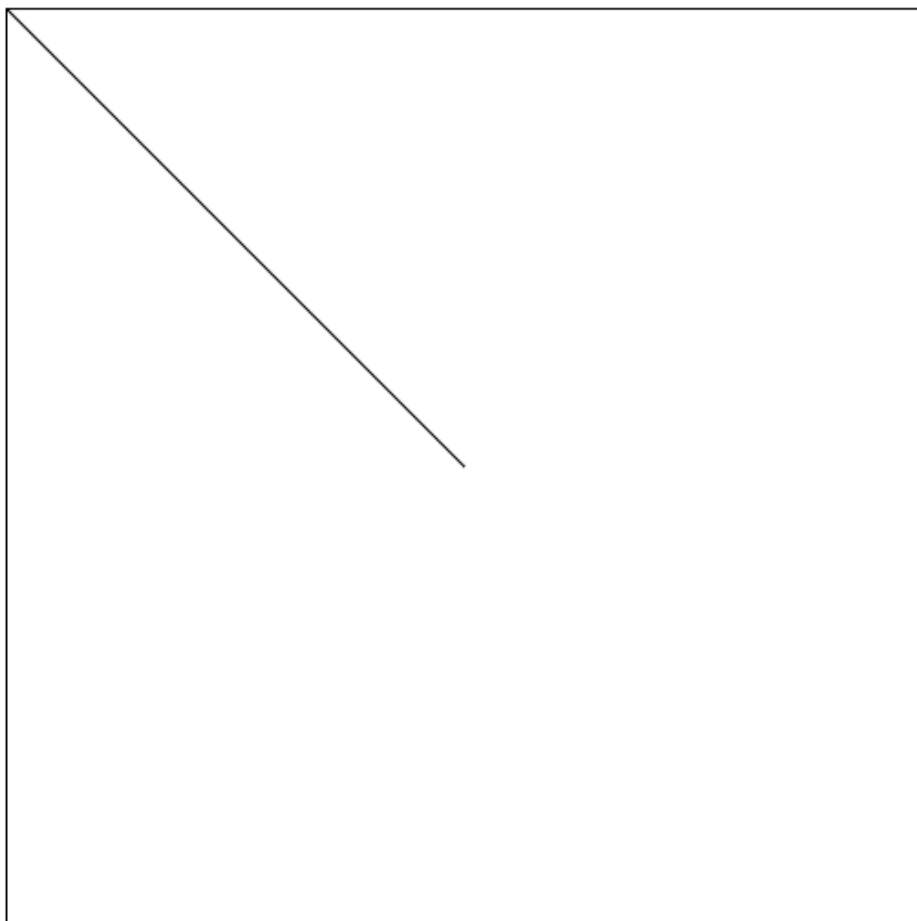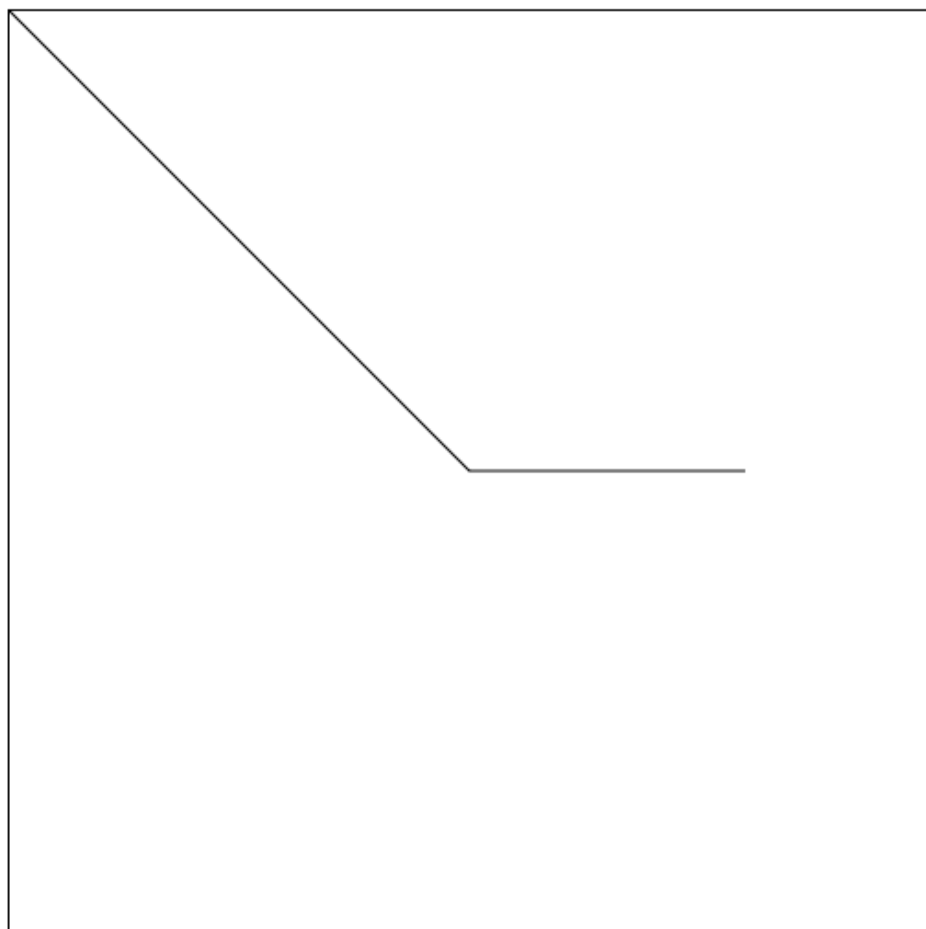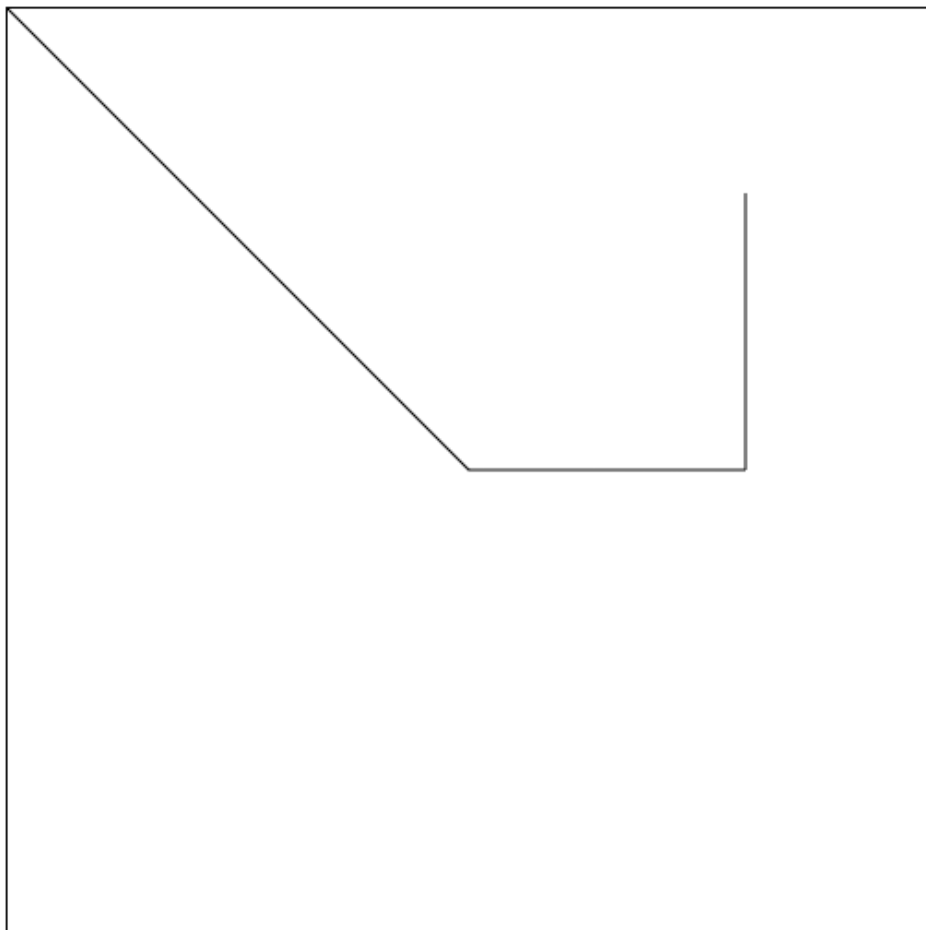
```
 2    <html lang="pt-br">
 3    <head>
 4        <meta charset="UTF-8">
 5        <meta http-equiv="X-UA-Compatible" content="IE=edge">
 6        <meta name="viewport" content="width=device-width, initial-scale=1.0"
 7        <title>CANVAS 2D</title>
 8        <style type="text/css">
 9            #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.moveTo(0,0);
21                ctx.lineTo(250,250);
22                ctx.lineTo(400,250);
23                ctx.stroke();
24
25                // ctx.fillStyle="#00f";
26                // ctx.rect(px,py,200,200);
27                // ctx.fill();
28                // ctx.clearRect(50,50,100,100);
29                }
30            </script>
31    </head>
32    <body onload="desenha()">
33
```
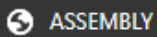
```html
<html lang="pt-br">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>CANVAS 2D</title>
    <style type="text/css">
        #desenho1{
            border: 1px solid ☐#000;
        }
    </style>
    <script type="text/javascript">
        function desenha(){
        var px = 50;
        var py = 50;
        var canvas     = document.getElementById("desenho1");
        var ctx        = canvas.getContext("2d");

        ctx.moveTo(0,0);
        ctx.lineTo(250,250);
        ctx.lineTo(400,250);
        ctx.lineTo(400,100);
        ctx.stroke();

        // ctx.fillStyle="#00f";
        // ctx.rect(px,py,200,200);
        // ctx.fill();
        // ctx.clearRect(50,50,100,100);
        }
    </script>
</head>
<body onload="desenha()">
```

AULA1.html ✕

AULA1.html ⟩ ⬡ html ⟩ ⬡ head ⟩ ⬡ script ⟩ ⬡ desenha

```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 px = 50;
16                var py = 50;
17                var canvas    = document.getElementById("desenho1");
18                var ctx       = canvas.getContext("2d");
19
20                ctx.moveTo(0,0);
21                ctx.lineTo(250,250);
22                ctx.lineTo(400,250);
23                ctx.lineTo(400,100);
24                ctx.moveTo(250,250);
25                ctx.lineTo(200,300);
26                ctx.stroke();
27
28                // ctx.fillStyle="#00f";
29                // ctx.rect(px,py,200,200);
30                // ctx.fill();
31                // ctx.clearRect(50,50,100,100);
32                }
33            </script>
34    </head>
```

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