

YOUR IT CONFERENCE

# CODECAMP

Partners

## GLOBAL PARTNERS



Entrepreneurship



PROUD PARTNER



## DIAMOND



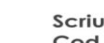
## PLATINUM



## GOLD



## Partner Communities



## LOCAL PARTENERS



## Wellness Partners



## Travel Partners



## Media Partners



# Working with canvas API

...

Paul Comanici

# About me

- Technical Lead @8x8
- JavaScript
- Magic the Gathering

@darkyndy

# Structure

- Intro
- Drawing
- Code separation
- Q&A

# Intro

## 1. HTML

```
<canvas id="demo" width="600" height="600"></canvas>
```

## 2. JavaScript

```
function demoCode() {  
  
    const canvas = document.getElementById('demo');  
  
    const ctx = canvas.getContext('2d');  
  
    // ...  
  
}
```

# Drawing

- line
- text
- rectangle
- circle
- requestAnimationFrame
- ... and more

# Code separation

- component with business logic
- branding
- drawing

# Resources

- MDN Canvas API

([https://developer.mozilla.org/en-US/docs/Web/API/Canvas\\_API](https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API))

- MDN Canvas Context 2D

(<https://developer.mozilla.org/en-US/docs/Web/API/CanvasRenderingContext2D>)

- Chrome Experiments (<https://experiments.withgoogle.com/chrome>)



Q & A

<https://goo.gl/pB3zpY>

CODÉCAMP ❤️ FEEDBACK



[codecamp.ro/feedback](https://codecamp.ro/feedback)

---