|  |
| --- |
| let canvas = document.getElementById("myCanvas"); |
|  | let ctx = canvas.getContext("2d"); |
|  | let ballRadius = 10; |
|  | let x = canvas.width/2; |
|  | let y = canvas.height-30; |
|  | let dx = 2; |
|  | let dy = -2; |
|  | let paddleHeight = 10; |
|  | let paddleWidth = 75; |
|  | let paddleX = (canvas.width-paddleWidth)/2; |
|  | let rightPressed = false; |
|  | let leftPressed = false; |
|  |  |
|  | document.addEventListener("keydown", keyDownHandler, false); |
|  | document.addEventListener("keyup", keyUpHandler, false); |
|  |  |
|  | function keyDownHandler(e) { |
|  | if(e.key == "Right" || e.key == "ArrowRight") { |
|  | rightPressed = true; |
|  | } |
|  | else if(e.key == "Left" || e.key == "ArrowLeft") { |
|  | leftPressed = true; |
|  | } |
|  | } |
|  |  |
|  | function keyUpHandler(e) { |
|  | if(e.key == "Right" || e.key == "ArrowRight") { |
|  | rightPressed = false; |
|  | } |
|  | else if(e.key == "Left" || e.key == "ArrowLeft") { |
|  | leftPressed = false; |
|  | } |
|  | } |
|  |  |
|  | function drawBall() { |
|  | ctx.beginPath(); |
|  | ctx.arc(x, y, ballRadius, 0, Math.PI\*2); |
|  | ctx.fillStyle = "red"; |
|  | ctx.fill(); |
|  | ctx.closePath(); |
|  | } |
|  | function drawPaddle() { |
|  | ctx.beginPath(); |
|  | ctx.rect(paddleX, canvas.height-paddleHeight, paddleWidth, paddleHeight); |
|  | ctx.fillStyle = "red"; |
|  | ctx.fill(); |
|  | ctx.closePath(); |
|  | } |
|  |  |
|  | function draw() { |
|  | ctx.clearRect(0, 0, canvas.width, canvas.height); |
|  | drawBall(); |
|  | drawPaddle(); |
|  |  |
|  | if(x + dx > canvas.width-ballRadius || x + dx < ballRadius) { |
|  | dx = -dx; |
|  | } |
|  | if(y + dy < ballRadius) { |
|  | dy = -dy; |
|  | } |
|  | else if(y + dy > canvas.height-ballRadius) { |
|  | if(x > paddleX && x < paddleX + paddleWidth) { |
|  | dy = -dy; |
|  | } |
|  | else { |
|  | alert("Bạn đã thua trong trò chơi này ! Cố gắng lần sau nhé"); |
|  | document.location.reload(); |
|  | clearInterval(interval); // Hàm dừng trò chơi trên trình duyệt. |
|  | } |
|  | } |
|  |  |
|  | if(rightPressed && paddleX < canvas.width-paddleWidth) { |
|  | paddleX += 7; |
|  | } |
|  | else if(leftPressed && paddleX > 0) { |
|  | paddleX -= 7; |
|  | } |
|  |  |
|  | x += dx; |
|  | y += dy; |
|  | } |
|  |  |
|  | var interval = setInterval(draw, 10); |