

Abel Kalamar



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demo/week03

Past and present



What have I learned this week

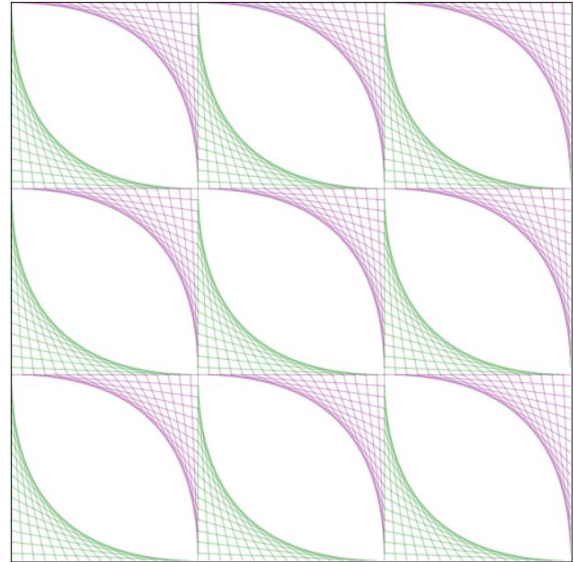
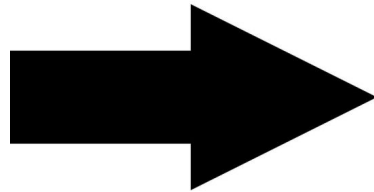
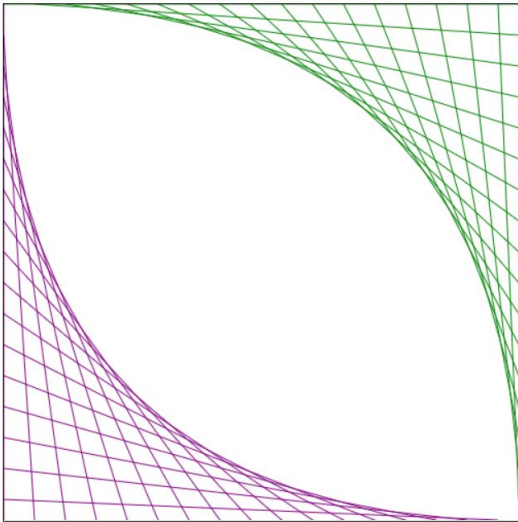
- arrays, strings, objects

- drawing on canvas

Task solution

- Line play quarters

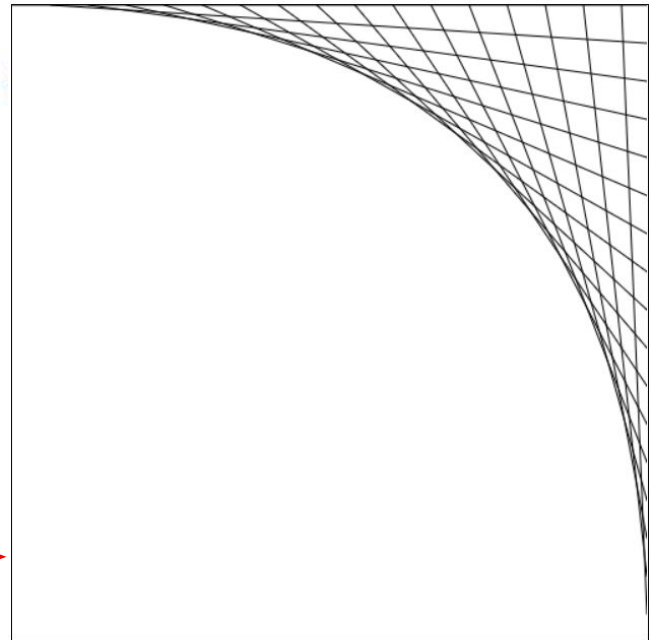
Divide the canvas into 4/16/64 equal parts and repeat the line play pattern in each quarter



Task solution

1. Drawing function:

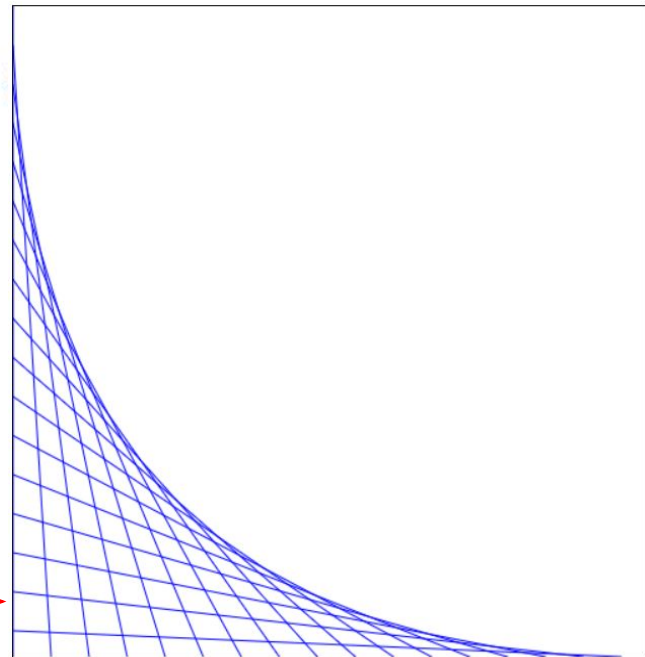
```
function drawLines(lineDistance: number, color: string, direction: number): void {  
  ctx.beginPath();  
  ctx.strokeStyle = color;  
  for (let i: number = 0; i <= canvas.width; i += lineDistance)  
    if (direction === 1) {  
      ctx.moveTo(i, 0);  
      ctx.lineTo(canvas.width, i);  
    } else {  
      ctx.moveTo(0, i);  
      ctx.lineTo(i, canvas.height);  
    }  
  }  
  ctx.stroke();  
}  
drawLines(30, 'black', 1);  
drawLines(30, 'blue', 2);
```



Task solution

1. Drawing function:

```
function drawLines(lineDistance: number, color: string, direction: number): void {  
  ctx.beginPath();  
  ctx.strokeStyle = color;  
  for (let i: number = 0; i <= canvas.width; i += lineDistance)  
    if (direction === 1) {  
      ctx.moveTo(i, 0);  
      ctx.lineTo(canvas.width, i);  
    } else {  
      ctx.moveTo(0, i);  
      ctx.lineTo(i, canvas.height);  
    }  
  }  
  ctx.stroke();  
}  
drawLines(30, 'black', 1);  
drawLines(30, 'blue', 2);
```

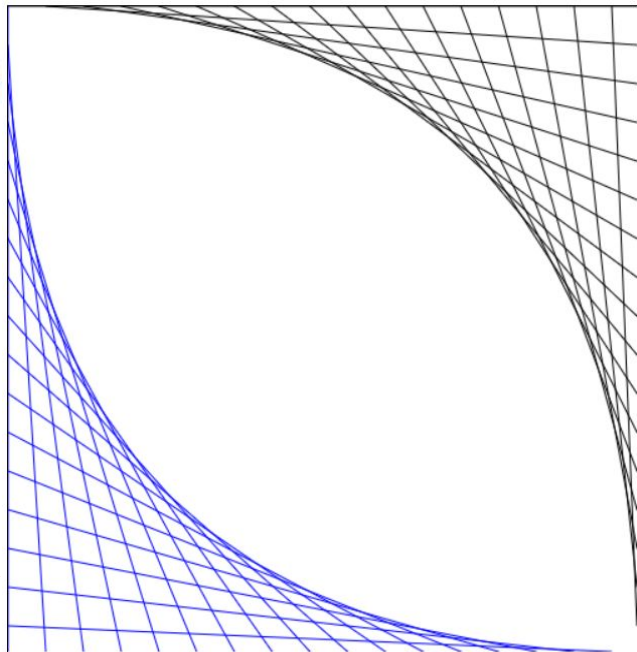


Task solution

1. Drawing function:

```
function drawLines(lineDistance: number, color: string, direction: number): void {  
  ctx.beginPath();  
  ctx.strokeStyle = color;  
  for (let i: number = 0; i <= canvas.width; i += lineDistance)  
    if (direction === 1) {  
      ctx.moveTo(i, 0);  
      ctx.lineTo(canvas.width, i);  
    } else {  
      ctx.moveTo(0, i);  
      ctx.lineTo(i, canvas.height);  
    }  
  }  
  ctx.stroke();  
}
```

```
drawLines(30, 'black', 1);  
drawLines(30, 'blue', 2);
```



Task solution

2. Write a multiplier function:

```
translate (x, y);
```

x: move origo with 'x' pixels

y: move origo with 'y' pixels

```
scale (a, b);
```

a: modify drawing horizontal size (if a = 1 -> no effect)

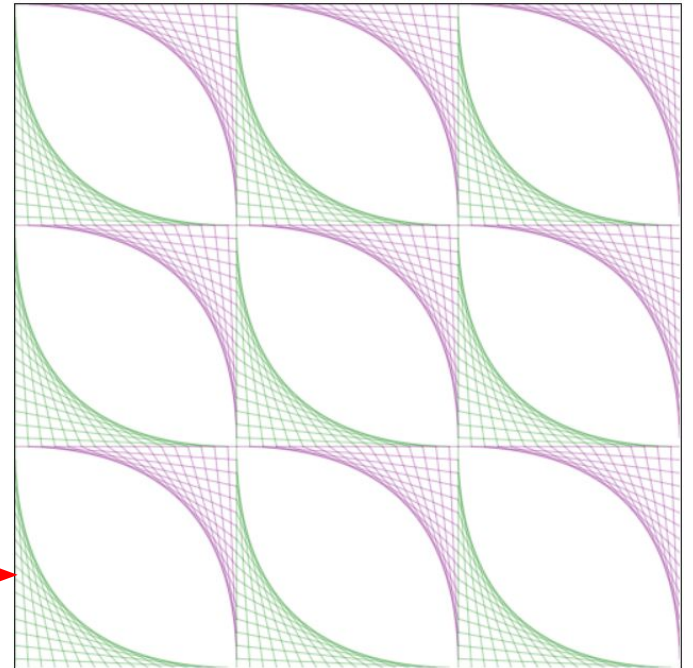
b: modify drawing vertical size (if b = 1 -> no effect)

Task solution

2. Write a multiplier function:

```
function multiplyLines(num: number, color1: string, color2: string, lineDistance: number) {  
  ctx.scale(1 / num, 1 / num);  
  let w: number = canvas.width;  
  let h: number = canvas.height;  
  for (let i: number = 0; i < num; i++) {  
    for (let j: number = 0; j < num; j++) {  
      drawLines(lineDistance, color1, 1);  
      drawLines(lineDistance, color2, 2);  
      ctx.translate(w, 0);  
    }  
    ctx.translate(- num * w, h);  
  }  
}
```

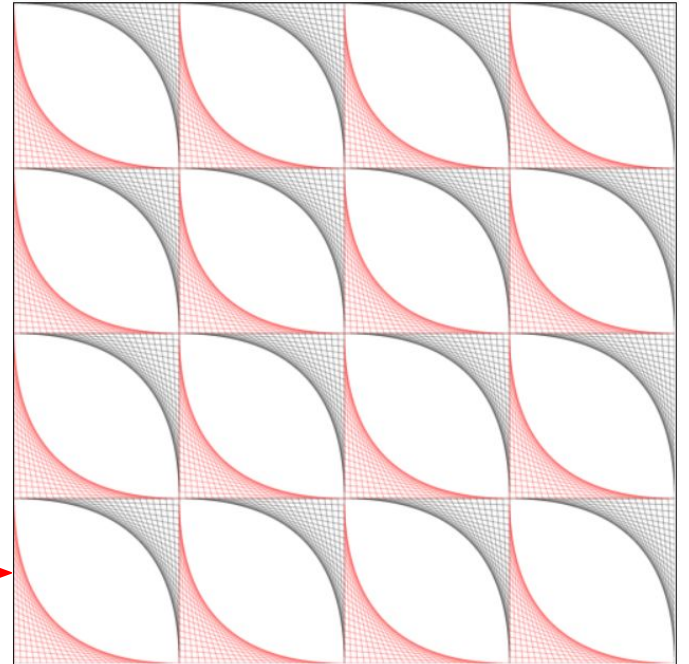
`multiplyLines(3, 'purple', 'green', 30);`



Task solution

2. Write a multiplier function:

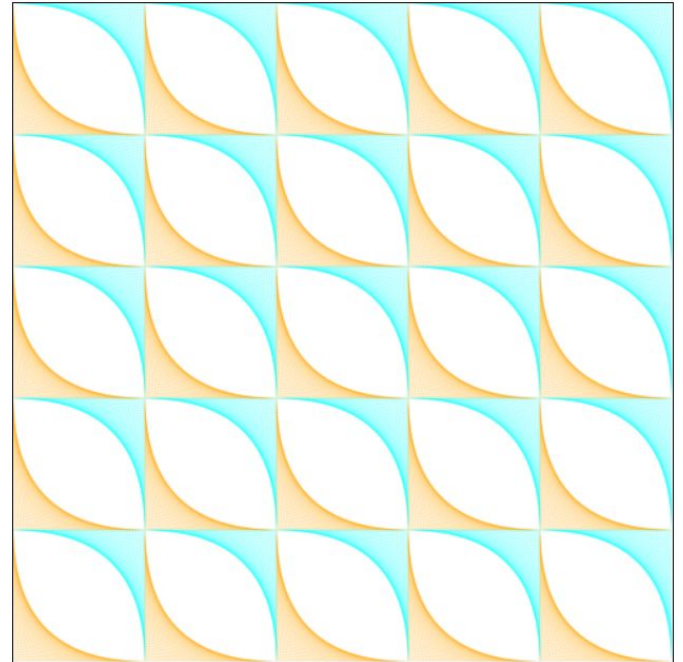
```
function multiLines(num: number, color1: string, color2: string, lineDistance: number) {  
  ctx.scale(1 / num, 1 / num);  
  let w: number = canvas.width;  
  let h: number = canvas.height;  
  for (let i: number = 0; i < num; i++) {  
    for (let j: number = 0; j < num; j++) {  
      drawLines(lineDistance, color1, 1);  
      drawLines(lineDistance, color2, 2);  
      ctx.translate(w, 0);  
    }  
    ctx.translate(- num * w, h);  
  }  
}  
  
multiLines(4, 'black', 'red', 20);
```



Task solution

2. Write a multiplier function:

```
function multiplyLines(num: number, color1: string, color2: string, lineDistance: number) {  
  ctx.scale(1 / num, 1 / num);  
  let w: number = canvas.width;  
  let h: number = canvas.height;  
  for (let i: number = 0; i < num; i++) {  
    for (let j: number = 0; j < num; j++) {  
      drawLines(lineDistance, color1, 1);  
      drawLines(lineDistance, color2, 2);  
      ctx.translate(w, 0);  
    }  
    ctx.translate(- num * w, h);  
  }  
}  
multiplyLines(5, 'aqua', 'orange', 10);
```



Thank you for your attention!

