```javascript
1   // global variables
2   var canvas=null;
3   var context=null;
4
5   // onload function
6   function main()
7   {
8       // get <canvas> element
9       canvas = document.getElementById("AMC");
10      if(!canvas)
11          console.log("Obtaining Canvas Failed\n");
12      else
13          console.log("Obtaining Canvas Succeeded\n");
14
15      // print canvas width and height on console
16      console.log("Canvas Width : "+canvas.width+" And Canvas Height :
        "+canvas.height);
17
18      // get 2D context
19      context=canvas.getContext("2d");
20      if(!context)
21          console.log("Obtaining 2D Context Failed\n");
22      else
23          console.log("Obtaining 2D Context Succeeded\n");
24
25      // fill canvas with black ccolor
26      context.fillStyle="black"; // "#000000"
27      context.fillRect(0,0,canvas.width,canvas.height);
28
29      // draw text
30      drawText("Hello World !!!");
31
32      // register keyboard's keydown event handler
33      window.addEventListener("keydown", keyDown, false);
34      window.addEventListener("click", mouseDown, false);
35  }
36
37  function drawText(text)
38  {
39      // code
40      // center the text
41      context.textAlign="center"; // center horizontally
42      context.textBaseline="middle"; // center vertically
43
44      // text font
45      context.font="48px sans-serif";
46
47      // text color
48      context.fillStyle="white"; // "#FFFFFF"
49
50      // display the text in center
51      context.fillText(text,canvas.width/2,canvas.height/2);
```

```javascript
52  }
53
54  function toggleFullScreen()
55  {
56      // code
57      var fullscreen_element =
58      document.fullscreenElement ||
59      document.webkitFullscreenElement ||
60      document.mozFullScreenElement ||
61      document.msFullscreenElement ||
62      null;
63
64      // if not fullscreen
65      if(fullscreen_element==null)
66      {
67          if(canvas.requestFullscreen)
68              canvas.requestFullscreen();
69          else if(canvas.mozRequestFullScreen)
70              canvas.mozRequestFullScreen();
71          else if(canvas.webkitRequestFullscreen)
72              canvas.webkitRequestFullscreen();
73          else if(canvas.msRequestFullscreen)
74              canvas.msRequestFullscreen();
75      }
76      else // if already fullscreen
77      {
78          if(document.exitFullscreen)
79              document.exitFullscreen();
80          else if(document.mozCancelFullScreen)
81              document.mozCancelFullScreen();
82          else if(document.webkitExitFullscreen)
83              document.webkitExitFullscreen();
84          else if(document.msExitFullscreen)
85              document.msExitFullscreen();
86      }
87  }
88
89  function keyDown(event)
90  {
91      // code
92      switch(event.keyCode)
93      {
94          case 70: // for 'F' or 'f'
95              toggleFullScreen();
96
97              // repaint
98              drawText("Hello World !!!");
99              break;
100     }
101 }
102
103 function mouseDown()
```

```
104  {
105      // code
106  }
107
```