

```
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    // center the text
30    context.textAlign="center"; // center horizontally
31    context.textBaseline="middle"; // center vertically
32
33    // text
34    var str="Hello World !!!";
35
36    // text font
37    context.font="48px sans-serif";
38
39    // text color
40    context.fillStyle="white"; // "#FFFFFF"
41
42    // display the text in center
43    context.fillText(str,canvas.width/2,canvas.height/2);
44
45    // register keyboard's keydown event handler
46    window.addEventListener("keydown", keyDown, false);
47    window.addEventListener("click", mouseDown, false);
48 }
49
50 function keyDown(event)
51 {
```

```
52     // code
53     alert("A Key Is Pressed");
54 }
55
56 function mouseDown()
57 {
58     // code
59     alert("Mouse Is Clicked");
60 }
61
```