

Openboard Clone

29 September 2021 11:45

Task: UI structuring HTML+CSS

Tool functionalities

Canvas \rightarrow Intro
 \rightarrow Basic graphics

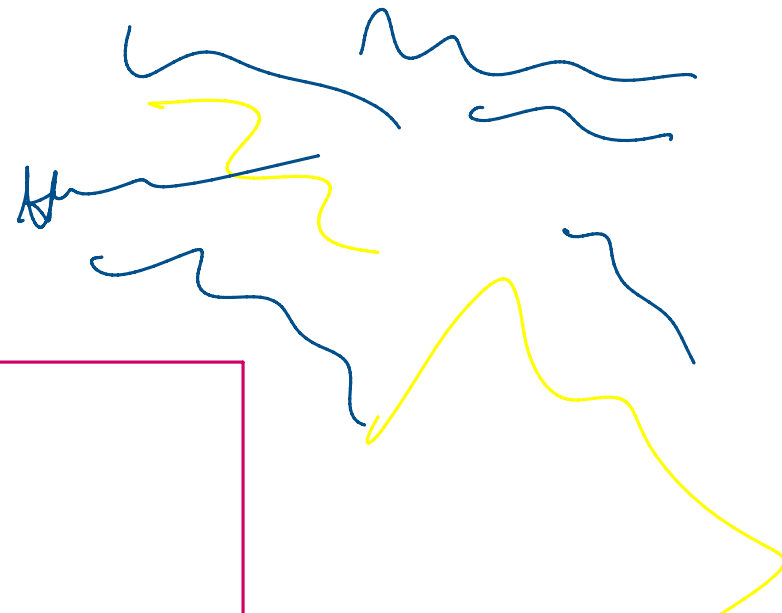
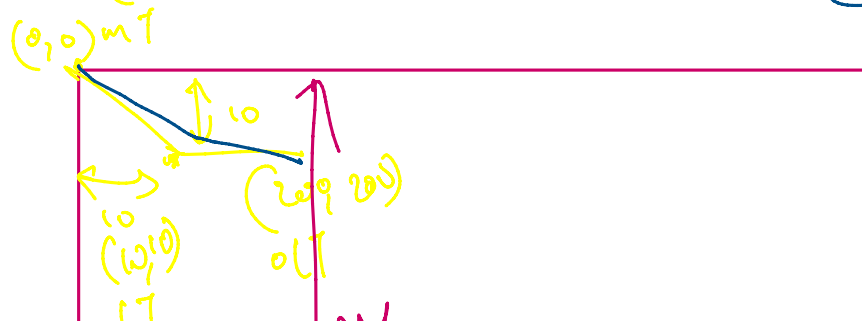
Canvas \rightarrow Graphics Drawing (2D)
 \downarrow
HTML Element \rightarrow API (Browser)

Tool \rightarrow API \rightarrow To draw graphics

stroke style \rightarrow color

line width \rightarrow width (thickness)

Tool {
* `beginPath (new path)`
* `moveTo (0, 0)`
* `lineTo (10, 10)`







600
 {
 * lineTo (10,10)
 * stroke()



↳ path of graphics → mouse listeners

undo → track --
 redo → track ++

[, , , ]

0 1 2 3 (4) len

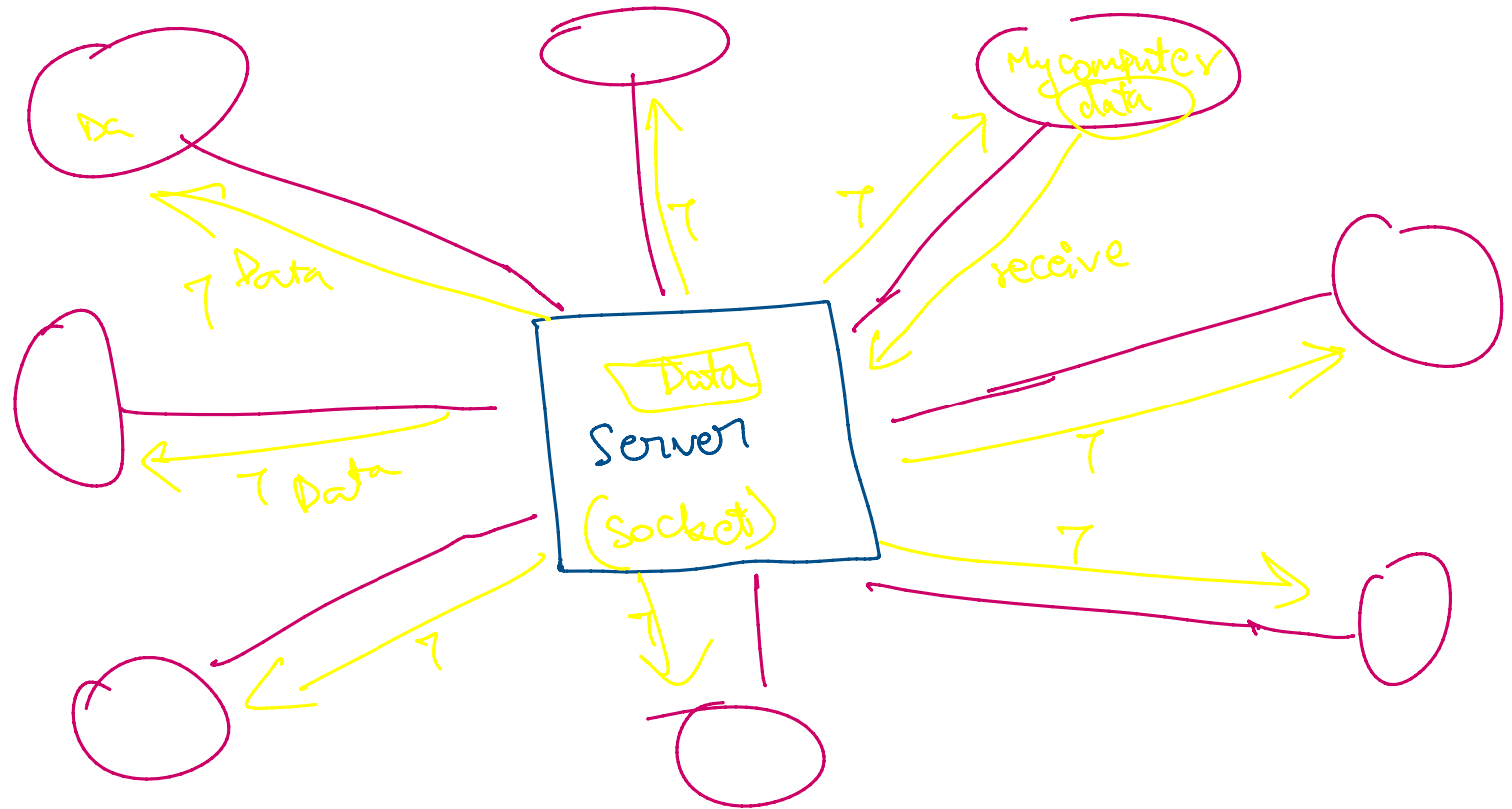
Track = ~~3~~ ~~2~~ ~~1~~ 0 1 2 3

Realtime → Drawing socket.io

Socket.io → Realtime Dataflow (polines)

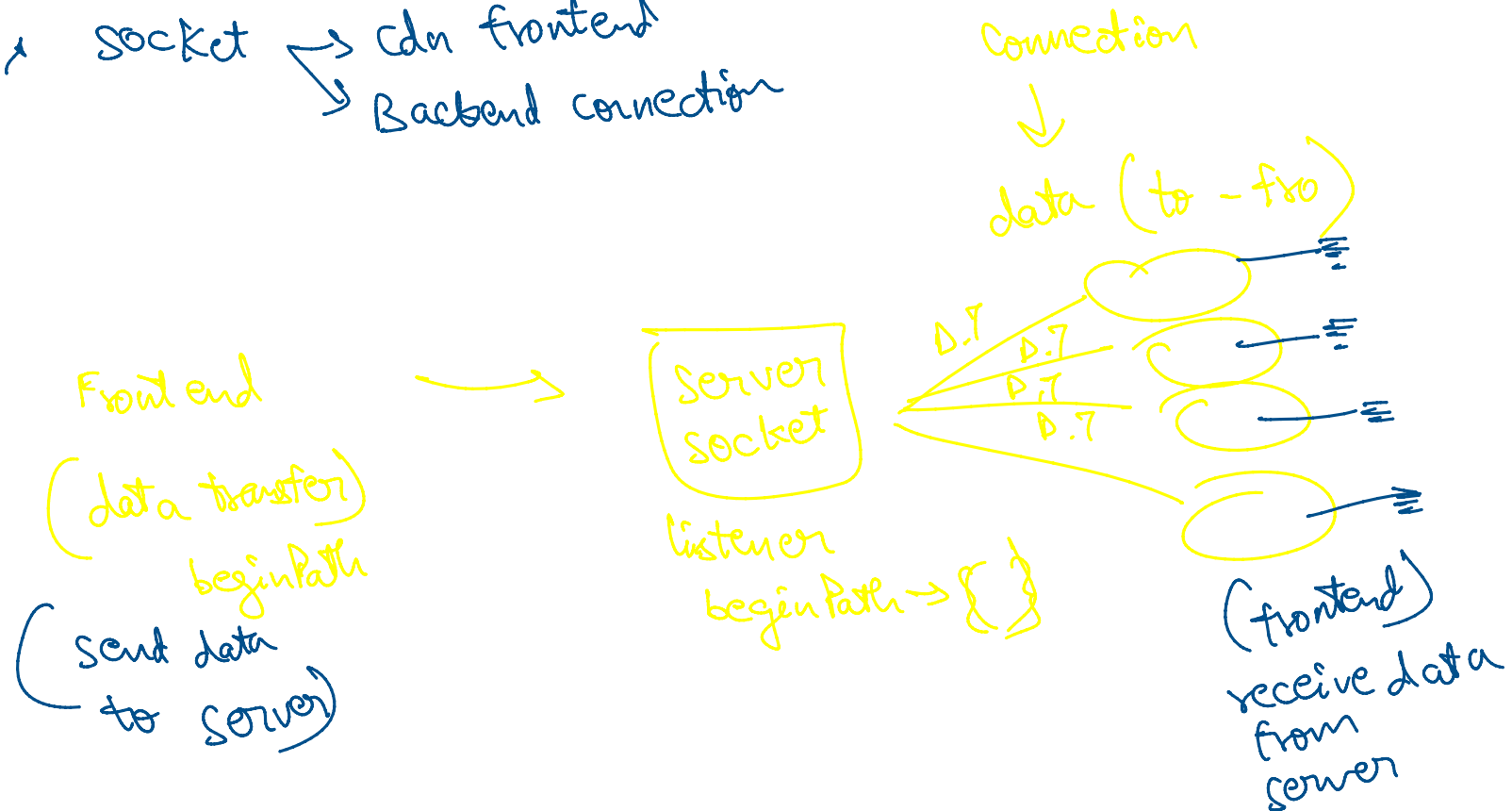
* Server → Express

* Socket.io



* npm init
..

- * npm init
- * install
- * Server → listen
- * socket → cdn frontend
→ Backend connection



- Github Signup
- Heroku Signup
- ...

- person signup
→ github repository