

# Dicas de Javascript

Códigos Utilizados

# JS

*Tutoriais*



# JS

## Animação JS

### Controlando Objetos

**COMO CONTROLAR MOVIMENTOS  
PELO TECLADO, NA TELA  
DO NAVEGADOR, COM JAVASCRIPT**

<https://www.youtube.com/luisvulcanis>

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# Exemplos

## Arquivo index.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width,
initial-scale=1.0">
  <title>Controlando Movimentos com Javascript
Puro</title>
  <link rel="stylesheet" href="./css/style.css">
</head>

<body>

  <canvas id="myCanvas"></canvas>

  <script src="./js/controls.js"></script>
  <script src="./js/car.js"></script>
  <script src="./js/main.js"></script>

</body>
</html>
```

# Arquivo style.css

```
body {  
    margin: 0;  
    background: darkgray;  
    overflow: hidden;  
    text-align: center;  
}  
  
#myCanvas {  
    background: lightgray;  
}
```

## Arquivo main.js

```
const canvas = document.getElementById('myCanvas')
canvas.width = 200
```

```
const ctx = canvas.getContext('2d')
const car = new Car(100,100,30,50)
```

```
animate()
```

```
function animate() {
  car.update()
  canvas.height = window.innerHeight
  car.draw(ctx)
  requestAnimationFrame(animate)
}
```

## Arquico controls.js

```
class Controls {
  constructor() {
    this.forward = false
    this.left = false
    this.right = false
    this.reverse = false
    this.#addKeyboardListeners()
  }
  #addKeyboardListeners(){
    document.onkeydown = (event) => {
      switch(event.key) {
        case "ArrowLeft":
          this.left = true
          break
        case "ArrowRight":
          this.right = true
          break
        case "ArrowUp":
          this.forward = true
          break
        case "ArrowDown":
          this.reverse = true
          break
      }
    }

    document.onkeyup = (event) => {
      switch(event.key) {
        case "ArrowLeft":
          this.left = false
          break
        case "ArrowRight":
          this.right = false
          break
        case "ArrowUp":
          this.forward = false
          break
        case "ArrowDown":
          this.reverse = false
          break
      }
    }
  }
}
```

# Arquivo car.js

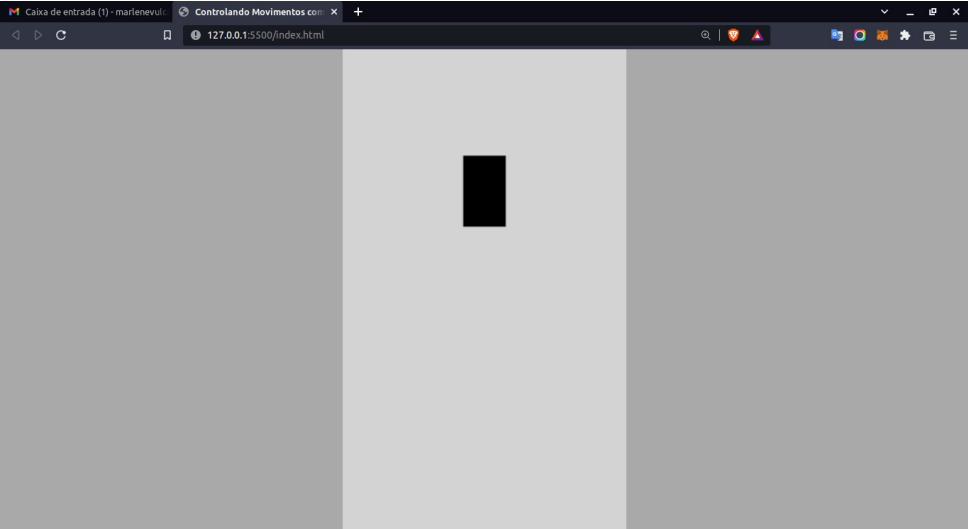
```
class Car {  
  constructor(x,y,width,height){  
    this.x = x  
    this.y = y  
    this.width = width  
    this.height = height  
  
    this.controls = new Controls()  
  }  
  
  update(){  
    if(this.controls.forward){  
      this.y -= 2  
    }  
    if(this.controls.reverse){  
      this.y += 2  
    }  
  }  
  
  draw(ctx) {  
    ctx.beginPath()  
    ctx.rect(  

```

```
        this.x - this.width / 2,  
        this.y - this.height / 2,  
        this.width,  
        this.height  
    )  
    ctx.fill()  
}  
}
```



# Resultado Final



# Dados de Copyright

Este material foi produzido por Luis Augusto Vulcanis para o **Módulo Javascript** do **Canal do Prof Luis Vulcanis** no **Youtube**, em julho de 2022.

## Fontes de Consulta

Mozilla Developer Network - <https://developer.mozilla.org/en-US/>

W3 Schools - <https://www.w3schools.com/>

The Modern Javascript Tutorial - <https://javascript.info/>

## Prof. Luis Vulcanis

Website – <https://profluisvulcanis.pt>

Blog - <https://domvulcanis.blogspot.com/>