

1. Konzept Aufbau des Canvas & Buttons

EventListener ("DOMContentLoaded", init)
EventListener ("mousedown", changeColor)
EventListener ("mouseup", SetPosition)
EventListener ("mousemove", MoveObject)

```
export let crc : CanvasRenderingContext2D
export let SwitchColor : string = "green"
export let clientX : number = 0
export let clientY : number = 0
export let CanvasWidth : number = 600
export let CanvasHeight : number = 600

let canvas : HTMLCanvasElement;
let CircleArray : kreis[] = []
let NeutralArray : kreis[] = []
let AnimatedLeftRight : kreis[] = []
let NewPosition : kreis[] = []
let AnimatedColor : kreis[] = []
let fps : number = 30
let farbzähler : number = 0
let isMoving : boolean = false
let rot : string = red
let green : string = green
let purple : string = purple
let blue : string = blue
let backgroundColor : string = blue
let ChangeBackgroundColor : boolean = false
let ObjektBearbeiten : boolean = false
let NeuePosition : boolean = false
```

init

```
Canvas = document.getElementById("canvas")
canvas.width = CanvasWidth
canvas.height = CanvasHeight
crc = canvas.getContext("2d")
crc.clearRect(0,0,CanvasWidth,CanvasHeight)
crc.rect(0,0,CanvasWidth,CanvasHeight)
crc.fillStyle = backgroundColor
crc.fill()
```

addEventListener () rh

update () rh

addEventListener

```
button.getElementById = "backgroundColor"  
addCircle.getElementById = "kreis"  
sCanvas.getElementById = "small"  
mCanvas.getElementById = "small" "medium"  
addCube.getElementById = "addCube"  
saveImage.getElementById = "save"
```

```
button.addEventListener("click", changeBackground)  
addCircle.addEventListener("click", addNewCircle)  
sCanvas.addEventListener("click", smallCanvas)  
mCanvas.addEventListener("click", mediumCanvas)  
addCube.addEventListener("click", addNewCube)  
saveImage.addEventListener("click", saveCanvasImage)
```

update

```
if (changeBackgroundColor || ObjektBearbeiten ||  
    neuePosition)
```

```
if (SwitchColor == "green" && farbzähler == geradeZahl)
```

```
SwitchColor = "red"
```

```
if (SwitchColor == "red" && farbzähler == ungeradeZahl)
```

```
SwitchColor = "green"
```

```
window.setTimeout(update, 1000 / fps)  
crc.clearRect  
crc.rect(0, 0, canvasWidth, canvasHeight)  
crc.fillStyle = backgroundColor  
crc.fill
```

```
i=0
```

```
for(i < CircleArray.length)
```

```
i++
```

```
CircleArray[i].update(0, 0, "red", false)
```

*
weiter auf
nächste
Seite

