

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

```

function onAfterDraw (ctx: CanvasRenderingContext2D): void {
    // Draw the background
    ctx.fillStyle = "#f0f0f0";
    ctx.fillRect(0, 0, 1000, 1000);

    // Draw the main content area
    ctx.fillStyle = "#ffffff";
    ctx.fillRect(50, 50, 950, 950);

    // Draw the header
    ctx.fillStyle = "#333333";
    ctx.fillRect(50, 10, 950, 40);

    // Draw the footer
    ctx.fillStyle = "#333333";
    ctx.fillRect(50, 960, 950, 990);

    // Draw the title
    ctx.fillStyle = "white";
    ctx.font = "24px sans-serif";
    ctx.fillText("My Application", 100, 30);

    // Draw the content
    ctx.fillStyle = "black";
    ctx.font = "16px sans-serif";
    ctx.fillText("Hello, World!", 100, 100);

    // Draw the status bar
    ctx.fillStyle = "white";
    ctx.font = "12px sans-serif";
    ctx.fillText("Page 1 of 1", 900, 970);
}

function onResize (width: number, height: number): void {
    // Update the canvas size
    canvas.width = width;
    canvas.height = height;

    // Redraw the content
    onAfterDraw(ctx);
}

function onWindowResize (): void {
    // Get the current window size
    const width = window.innerWidth;
    const height = window.innerHeight;

    // Call the onResize function
    onResize(width, height);
}

// Add event listeners
window.addEventListener("load", onAfterDraw, false);
window.addEventListener("resize", onResize, false);
window.addEventListener("resize", onWindowResize, false);

```

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

16

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]