

# **PRAKTIKUM PEMROGRAMAN WEB**

**1 PD ITA – LA**



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2022

## Html Code :

```
Untitled-1.html > html
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta http-equiv="X-UA-Compatible" content="IE=edge">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0">
7   <title>Document</title>
8 </head>
9 <body>
10   <script src="three.min.js"></script>
11   <script src="script.js"></script>
12 </body>
13 </html>
```

## Javascript Code :

```
JS script.js > ...
1 const scene = new THREE.Scene();
2 const camera = new THREE.PerspectiveCamera( 40, window.innerWidth / window.innerHeight, 1, 1000 );
3
4 const renderer = new THREE.WebGLRenderer();
5 renderer.setSize( window.innerWidth, window.innerHeight );
6 document.body.appendChild( renderer.domElement );
7
8 const geometry = new THREE.BoxGeometry();
9 const material = new THREE.MeshBasicMaterial( { color: "purple" } );
10 const cube = new THREE.Mesh( geometry, material );
11 scene.add( cube );
12
13 camera.position.z = 5;
14
15 function animate() {
16   requestAnimationFrame( animate );
17   renderer.render( scene, camera );
18   cube.rotation.x += 0.01;
19   cube.rotation.y += 0.01;
20 }
21 animate();
```

Output :

