

# Drawing App

## SOURCE CODE

DEVELOPMENT ISLAND  
help@completewebdevelopmentcourse.co.uk

```
<!--index.html-->
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <title>Drawing App</title>
    <meta name="viewport" content="initial-scale=1.0,
user-scalable=yes">
    <link rel="stylesheet"
href="https://ajax.googleapis.com/ajax/libs/jqueryui/1.11.
4/themes/start/jquery-ui.css">
    <link rel="stylesheet" href="styling.css">
  </head>

  <body>
    <!--title-->
    <div id="header">Drawing App</div>

    <!--title-->
    <div class="inputContainer">
      <!--color-->
      <div class="input" id="colorInput">
        <input type="color" list id="paintColor">
      </div>

      <!--size-->
```

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        <div class="input" id="thicknessInput">
            <div id="circle"></div>
        </div>
        <div class="input">
            <div id="slider"></div>
        </div>
    </div>

    <!--canvas container-->
    <div id="container">
        <canvas id="paint" width="500px"
height="400px"></canvas>
    </div>

    <!--buttons-->
    <div class="inputContainer2">
        <!--Erase-->
        <div class="input2">
            <span id="erase"
class="button">Erase</span>
        </div>

        <!--Save-->
        <div class="input2">
            <span id="save" class="button">Save</span>
        </div>

        <!--Reset-->
        <div class="input2">
            <span id="reset"
class="button">Reset</span>
        </div>
    </div>

    <script
src="https://ajax.googleapis.com/ajax/libs/jquery/1.11.3/j
query.min.js"></script>
    <script
src="https://ajax.googleapis.com/ajax/libs/jqueryui/1.11.4
/jquery-ui.min.js"></script>
    <script src="javascript.js"></script>
</body>

```

```
</html>
```

```
/*styling.css*/
/*center all elements and add background image*/
body{
    text-align: center;
    background: url(images/paintbg.jpg) center center
fixed;
    background-size: cover;
}

/*title*/
#header{
    background: linear-gradient(white,
rgba(67,169,228,0.9));
    background: -webkit-linear-gradient(white,
rgba(67,169,228,0.9));
    background: -moz-linear-gradient(white,
rgba(67,169,228,0.9));
    background: -o-linear-gradient(white,
rgba(67,169,228,0.9));
    background: -ms-linear-gradient(white,
rgba(67,169,228,0.9));
    height: 80px;
    width: 500px;
    margin: 10px auto;
    font-size: 3em;
    color: #fff;
    line-height: 80px;
}

/*inputs container*/
.inputContainer{
    width: 200px;
    margin: 0 auto;
}

/*color input, line thickness, slider*/
.input{
```

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    height: 30px;
    font-size: 1.3em;
}
#slider{
    margin: 10px auto;
}
#circle{
    height: 3px;
    width: 3px;
    border-radius: 50%;
    background: black;
    margin: 0 auto;
    position: absolute;
    top: 50%;
    left: 50%;
    transform: translate(-50%,-50%);
    -webkit-transform: translate(-50%,-50%);
    -moz-transform: translate(-50%,-50%);
    -ms-transform: translate(-50%,-50%);
    -o-transform: translate(-50%,-50%);
}
#thicknessInput{
    position: relative;
}

/*canvas container*/
#container{
    width: 500px;
    height: 400px;
    border: 1px solid rgba(122,174,229,0.5);
    margin: 10px auto;
}
#paint{
    background-color: #fff;
    cursor: crosshair;
}

/*inputs container*/
.inputContainer2{
    width: 399px;
    margin: 0 auto;
}
```

```

/*erase.save and reset buttons*/




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    color: white;
}
```

```
//javascript.js
$(function(){

    //declare variables

    //painting or erasing
    var paint = false;

    //painting or erasing
    var paint_erase = "paint";

    //get the canvas and context
    var canvas = document.getElementById("paint");
    var ctx = canvas.getContext("2d");

    //get the canvas container
    var container = $("#container");

    //mouse position
    var mouse = {x: 0, y: 0};

    //onload Load saved work from LocalStorage
    if(localStorage.getItem("imgCanvas") != null){
        var img = new Image();
        img.onload = function(){
            ctx.drawImage(img, 0, 0);
        }
        img.src = localStorage.getItem("imgCanvas");
    };

    //set drawing parameters (LineWidth, LineJoin,
    LineCap)
    ctx.lineWidth = 3;
    ctx.lineJoin = "round";
    ctx.lineCap = "round";

    //click inside container
```

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container.mousedown(function(e){
    paint = true;
    ctx.beginPath();
    mouse.x = e.pageX - this.offsetLeft;
    mouse.y = e.pageY - this.offsetTop;
    ctx.moveTo(mouse.x, mouse.y);
});

//move the mouse while holding mouse key
container.mousemove(function(e){
    mouse.x = e.pageX - this.offsetLeft;
    mouse.y = e.pageY - this.offsetTop;
    if(paint == true){
        if(paint_erase == "paint"){
            //get color input
            ctx.strokeStyle = $("#paintColor").val();
        }else{
            //white color
            ctx.strokeStyle = "white";
        }
        ctx.lineTo(mouse.x, mouse.y);
        ctx.stroke();
    }
});

//mouse up->we are not painting erasing anymore
container.mouseup(function(){
    paint = false;
});

//if we leave the container we are not painting erasing
anymore
container.mouseleave(function(){
    paint = false;
});

//click on the reset button
$("#reset").click(function(){
    ctx.clearRect(0, 0, canvas.width, canvas.height);
    paint_erase = "paint";
    $("#erase").removeClass("eraseMode");
});

//click on save button

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        $("#save").click(function(){
            if(typeof(localStorage) != null){
                localStorage.setItem("imgCanvas",
canvas.toDataURL());
            }else{
                window.alert("Your browser does not support
local storage!");
            }
        });
        //click on the erase button
        $("#erase").click(function(){
            if(Paint_erase == "Paint"){
                Paint_erase = "erase";
            }else{
                Paint_erase = "Paint";
            }
            $(this).toggleClass("eraseMode");
        });

        //change color input
        $("#PaintColor").change(function(){
            $("#circle").css("background-color",
$(this).val());
        });
        //change lineWidth using slider
        $("#slider").slider({
            min: 3,
            max: 30,
            slide: function(event, ui){
                $("#circle").height(ui.value);
                $("#circle").width(ui.value);
                ctx.lineWidth = ui.value;
            }
        });
    });

```