**WEB TECHNOLOGY**

**ASSIGNMENT-2**

TOPIC:MINI GAMES USING JAVASCRIPT

SUBMITED BY:

V.Sangavi

(17BIT066)

**BOUNCE THE BRICK:**

SOURCE CODE:

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<title>Canvass</title>

<style>

\*{padding:0;margin: 0;

}

canvas{background:#bebebe;display: block;margin: 0 auto;

}

</style>

</head>

<body>

<canvas id="mycanvaas" width="600" height="450"></canvas>

<script >

var canvas=document.getElementById("mycanvaas");

var con=canvas.getContext("2d");

var x=canvas.width/2;

var y=canvas.height-30;

var dx=2;

var dy=-2;

var ballradius=10;

var paddleWidth=75;

var paddleHeight=10;

var paddlex=(canvas.width-paddleWidth)/2;

var rightPressed=false;

var leftPressed=false;

var row=2;

var column=7;

var brickwidth=70;

var brickheight=20;

var brickpadding=10;

var brickoffsetleft=30;

var score=0;

var brickoffsettop=30;

var bricks=[];

for(var c=0;c<column;c++){

bricks[c]=[];

for(var r=0;r<row;r++){

bricks[c][r]={x:0,y:0,status:1};}

}

document.addEventListener("keydown",keyDownHandler,false);

document.addEventListener("keyup",keyUpHandler,false);

function drawbricks(){

for(var c=0;c<column;c++){

for(var r=0;r<row;r++){

if(bricks[c][r].status==1){

var brickX = (c\*(brickwidth+brickpadding))+brickoffsetleft;

var brickY = (r\*(brickheight+brickpadding))+brickoffsettop;

bricks[c][r].x=brickX;

bricks[c][r].y=brickY;

con.beginPath();

con.rect(brickX,brickY,brickwidth,brickheight);

con.fillStyle="black";

con .fill();

con.closePath();}}}

}function keyDownHandler(e){

if(e.key=="Right"||e.key=="ArrowRight"){

rightPressed=true;}

else if(e.key=="Left"||e.key=="Arrowleft"){

leftPressed=true;}}

function collision(){

for(var c=0;c<column;c++){

for(var r=0;r<row;r++){

var b=bricks[c][r];

if(b.status==1){

if(x>b.x&&x<b.x+brickwidth && y>b.y &&y<b.y+brickheight){

dy=-dy;

b.status=0;

score++;

if(score==row\*column){

alert("YOU WON");

document.location.reload();

clearaInterval(interval);}}}}}}

function drawscore(){

con.font="20px serif";

con.fillStyle="black";

con.fillText("Score:"+score,8,20);}

function keyUpHandler(e){

if(e.key=="Right"||e.key=="ArrowRight"){

rightPressed=false;}

else if(e.key=="Left"||e.key=="Arrowleft"){

leftPressed=false;}}

function ball(){

con.beginPath();

con.arc(x,y,ballradius,0,Math.PI\*2);

con.fillStyle="red";

con.fill();

con.closePath();

}function paddle(){

con.beginPath();

con.rect(paddlex,canvas.height-paddleHeight,paddleWidth,paddleHeight);

con.fillStyle="black";

con.fill();

con.closePath();}

function draw(){

con.clearRect(0,0,canvas.width,canvas.height);

drawbricks();

ball();

paddle();

drawscore();

collision();

if(x+dx > canvas.width-ballradius || x+dx<ballradius){

dx=-dx;}

if(y+dy <ballradius){

dy=-dy;}

else if(y+dy>canvas.height-ballradius){

if(x>paddlex&&x<paddlex+paddleWidth){

dy=-dy;}

else{

alert("GAME OVER");

document.location.reload();

clearaInterval(interval);}}

if(rightPressed&&paddlex<canvas.width-paddleWidth){

paddlex+=7; }

else if(leftPressed&&paddlex>0){

paddlex-=7;}

x+=dx;

y+=dy;

}

var interval=setInterval(draw,10);

</script>

</body>

</html>

OUTPUT:

