**《网页编程基础》实验报告**

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| **实验二** | **西湖龙井** |
| **作品网址：** | **https://tesyder.github.io/workone/** |
| **实验内容：**  1、西湖龙井最开始的进入界面。  2、var app = new PIXI.Application(1350,600);  document.body.appendChild(app.view);    var bg5 = new PIXI.Sprite.fromImage("res/bg5.png");  app.stage.addChild(bg5);  bg5.scale.x = 3;  bg5.scale.y = 3;  var bg1 = new PIXI.Sprite.fromImage("res/true.jpg");  app.stage.addChild(bg1);  bg1.scale.x = 0.7;  bg1.height = 600;  var bg2 = new PIXI.Sprite.fromImage("res/true.jpg");  app.stage.addChild(bg2);  bg2.anchor.set(1,0);  bg2.x = 1350;  bg2.scale.x = 0.7;  bg2.height = 600;    var bg3 = new PIXI.Sprite.fromImage("res/bg3.png");  app.stage.addChild(bg3);  bg3.anchor.set(0,0.5);  bg3.x = 300;  bg3.y = 300;  bg3.scale.x= 0.4;  bg3.height = 500;  var bg4 = new PIXI.Sprite.fromImage("res/bg4.png");  app.stage.addChild(bg4);  bg4.anchor.set(0,0.5);  bg4.scale.x = 0.45;  bg4.scale.y = 0.4;  bg4.x = 250;  bg4.y = 300;    var bg6 = new PIXI.Sprite.fromImage("res/bg6.jpg");  app.stage.addChild(bg6);  bg6.anchor.set(0,0.5);  bg6.width = 400;  bg6.height = 300;  bg6.x = 270;  bg6.y = 300;    var map3 = new PIXI.Sprite.fromImage("res/map3.jpg");  app.stage.addChild(map3);  map3.anchor.set(0.5,0.5);  map3.width = 100;  map3.height = 100;  map3.x = 1050;  map3.y = 550;  map3.interactive = true;  map3.on("click",nextmap);  function nextmap(){  var map1 = new PIXI.Sprite.fromImage("res/map1.jpg");  app.stage.addChild(map1);  map1.anchor.set(0.5,0.5);  map1.width = 1000;  map1.height = 600;  map1.x = 675;  map1.y = 300;  map1.interactive = true;  map1.on("click",game);  }    var title = new PIXI.Text("西湖龙井");  title.style.fontFamily = "行书";  title.style.fontSize = 60;  title.style.fontWeight = "bold";  title.x = 750;  title.y = 280;  app.stage.addChild(title);  function game(){  var woodbg1 = new PIXI.Sprite.fromImage("res/woodbg1.jpg");  app.stage.addChild(woodbg1);  woodbg1.anchor.set(0.5,0.5);  woodbg1.width = 1000;  woodbg1.height = 600;  woodbg1.x = 675;  woodbg1.y = 300;  woodbg1.interactive = true;  woodbg1.on("click",game1);  }  function game1(){  var text1 = new PIXI.Text("狮字号");  text1.style.fontFamily = "行书";  text1.style.fontSize = 40;  text1.style.fontWeight = "bold";  text1.x = 400;  text1.y = 100;    app.stage.addChild(text1);  var lb = new PIXI.Sprite.fromImage("res/labei.jpg");  app.stage.addChild(lb);  lb.anchor.set(0.5,0.5);  lb.width = 50;  lb.height = 50;  lb.x = 350;  lb.y = 120;  lb.interactive = true;  lb.on("click",gg);  var text2 = new PIXI.Text("龙字号");  text2.style.fontFamily = "行书";  text2.style.fontSize = 40;  text2.style.fontWeight = "bold";  text2.x = 400;  text2.y = 200;  app.stage.addChild(text2);  var text3 = new PIXI.Text("虎字号");  text3.style.fontFamily = "行书";  text3.style.fontSize = 40;  text3.style.fontWeight = "bold";  text3.x = 400;  text3.y = 300;  app.stage.addChild(text3);  var text4 = new PIXI.Text("云字号");  text4.style.fontFamily = "行书";  text4.style.fontSize = 40;  text4.style.fontWeight = "bold";  text4.x = 400;  text4.y = 400;  app.stage.addChild(text4);  var text5 = new PIXI.Text("梅字号");  text5.style.fontFamily = "行书";  text5.style.fontSize = 40;  text5.style.fontWeight = "bold";  text5.x = 400;  text5.y = 500;  app.stage.addChild(text5);  }  function gg(){  var text6 = new PIXI.Text(":取义“狮峰山”...");  text6.style.fontFamily = "行书";  text6.style.fontSize = 40;  text6.style.fontWeight = "bold";  text6.x = 530;  text6.y = 100;  app.stage.addChild(text6);  } | |
| **遇到的问题和解决的方法：**  1、无法确定舞台设置的大小，使得不用拖动就可以完整游览整个界面同时舞台能铺满整个网页。  解：调整舞台数据，一点点尝试。  2素材的摆放位置无法确定。  解：画一个小的坐标图，利用坐标图及所创建的舞台数据大致确定素材摆放的位置，然后在进行微调。 | |
| **实验思考：**   1. 需要提高鉴赏力，平时需要注意观察其他页面的设计，多注意其中元素的排放以及交互的制作，以提高自己的网页设计水平。 2. 多使用网页编程代码，多尝试自己去设计一些其他的网页界面，在需要完成某些操作的时候就不会问自己这样能不能实现，怎么实现。 | |