エディターをお持ちでない方の番号つきワードファイル

1:<!DOCTYPE html>

2:<html>

3:<head>

4: <title>Canvas Example</title>

5:</head>

6:<body>

7: <canvas id="myCanvas" width="500" height="500" style="border:1px solid #000000;"></canvas>

8:

9: <script>

10: var canvas = document.getElementById("myCanvas");

11: var ctx = canvas.getContext("2d");

12: var x = 50;

13: var y = 50;

14: var squareSize = 50;

15: var isDragging = false;

16:

17: function drawSquare() {

18: ctx.strokeStyle = 'black';

19: ctx.fillStyle = "yellow";

20: ctx.fillRect(x, y, squareSize, squareSize);

21: ctx.strokeRect(x, y, squareSize, squareSize);

22: }

23:

24: function clearCanvas() {

25: ctx.clearRect(0, 0, canvas.width, canvas.height);

26: }

27:

28: function mouseDown(e) {

29: if (e.clientX >= x && e.clientX <= x + squareSize && e.clientY >= y && e.clientY <= y + squareSize) {

30: isDragging = true;

31: }

32: }

33:

34: function mouseUp(e) {

35: isDragging = false;

36: }

37:

38: function mouseMove(e) {

39: if (isDragging) {

40: // clearCanvas();

41: x = e.clientX - squareSize / 2;

42: y = e.clientY - squareSize / 2;

43: drawSquare();

44: }

45: }

46:

47: drawSquare();

48:

49: canvas.addEventListener("mousedown", mouseDown);

50: canvas.addEventListener("mouseup", mouseUp);

51: canvas.addEventListener("mousemove", mouseMove);

52: </script>

53:</body>

54:</html>