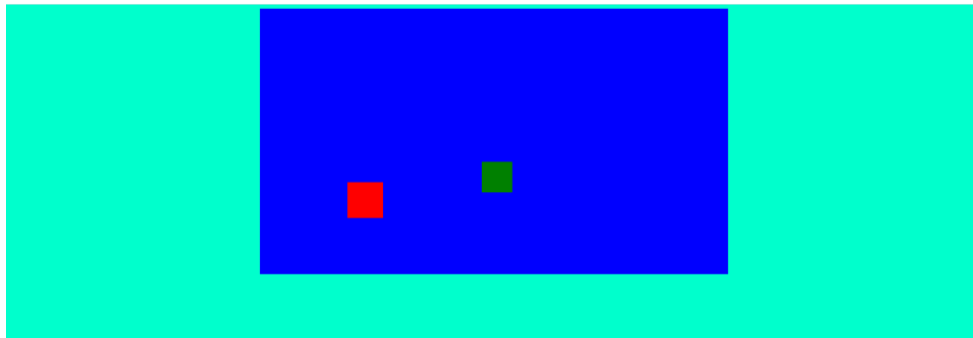


Φύλλο εργασίας για «HTML5 -JavaScript»

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ΣΥΓΚΡΟΥΣΗ ΑΝΤΙΚΕΙΜΕΝΩΝ



```
<!DOCTYPE html>
<title>ΜΑΘΗΜΑ 4</title>
<body bgcolor="#00FFCC">
<CENTER>
<canvas width="920" height="520" ></canvas>
```

```
<script>
var canvas = document.querySelector("canvas");
var ctx = canvas.getContext("2d");
```

```
//Δημιουργία κλάσης ή κύριου αντικειμένου
```

```
var aclass =
{
  x: 0,
  y: 0,
  width: 50,
  height: 60
};
```

```
var ball1 = Object.create(aclass);
ball1.x = 200;
ball1.y = 310;
ball1.width=70;
ball1.height=70;
ball1.vx=7;
ball1.vy=5;
ball1.face=true;
```

```
var ball2 = Object.create(aclass);
ball2.x = 700;
ball2.y = 310;
ball2.width=60;
ball2.height=60;
ball2.vx=-6;
ball2.vy=-5;
ball2.face=true;
```

```
play();
```

```

// Συνάρτηση επανάληψης
function play(){

ctx.fillStyle="blue";
ctx.fillRect(0, 0, canvas.width, canvas.height);

if(ball1.face==true){
ctx.fillStyle="red";
ctx.fillRect(ball1.x, ball1.y, ball1.width, ball1.height);
}

if(ball2.face==true){
ctx.fillStyle="green";
ctx.fillRect(ball2.x, ball2.y, ball2.width, ball2.height);}

ball1.x=ball1.x+ball1.vx;
ball1.y=ball1.y+ball1.vy;
ball2.x=ball2.x+ball2.vx;
ball2.y=ball2.y+ball2.vy;

if(ball1.y+ball1.height>canvas.height){
ball1.vy=-ball1.vy;
}
if(ball1.y<0){
ball1.vy=-ball1.vy;
}
if(ball1.x+ball1.width>canvas.width){
ball1.vx=-ball1.vx;
}
if(ball1.x<0){
ball1.vx=-ball1.vx;
}

if(ball2.y+ball2.height>canvas.height){
ball2.vy=-ball2.vy;
}
if(ball2.y<0){
ball2.vy=-ball2.vy;
}
if(ball2.x+ball2.width>canvas.width){
ball2.vx=-ball2.vx;
}
if(ball2.x<0){
ball2.vx=-ball2.vx;
}

if((ball1.x+ball1.width>=ball2.x) && (ball1.x<=ball2.x+ball2.width)
&& (ball1.y+ball1.height>=ball2.y) && (ball1.y<=ball2.y+ball2.height)){
ball2.face=false;
}

setTimeout(play, 33); //Ανανέωση καμβά κάθε 0,33 δευτερόλεπτα
}

</script>
</body>
</html>

```