

# Φύλλο εργασίας για «HTML5 -JavaScript»

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## ΣΥΓΚΡΟΥΣΗ ΑΝΤΙΚΕΙΜΕΝΩΝ ΚΑΙ ΧΡΗΣΙΜΟΠΟΙΗΣΗ ΗΧΟΥ



```
<!DOCTYPE html>
<title>ΜΑΘΗΜΑ5</title>
<body bgcolor="#00FFCC">
<CENTER>
<canvas width="920" height="520" ></canvas>
<script>
var canvas = document.querySelector("canvas");
var ctx = canvas.getContext("2d");

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

var plane = Object.create(aclass);
plane.x = 100;
plane.y = 70;
plane.width=100;
plane.height=69;
plane.vx=7;
plane.face=true;

var ball = Object.create(aclass);
ball.x = 800;
```

```
ball.y = 410;
ball.width=70;
ball.height=70;
ball.vx=7;
ball.vy=5;
```

```
var image1=new Image();
image1.src="img/plane.png";
```

```
var image3=new Image();
image3.src="img/plane2.png";
```

```
var image2=new Image();
image2.src="img/ball.png";
```

```
var image=image1;
```

```
var myAudio= new Audio();
myAudio.src="sound2.mp3";
```

```
play();
// Συνάρτηση επανάληψης
function play(){
```

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

```
if(plane.face==true){
ctx.drawImage(image,plane.x,plane.y,plane.width,plane.height);}
```

```
ctx.drawImage(image2,ball.x,ball.y,ball.width,ball.height);
```

```
plane.x=plane.x+plane.vx;
ball.x=ball.x+ball.vx;
ball.y=ball.y+ball.vy;
```

```
if(plane.x+plane.width>canvas.width){
plane.vx=-plane.vx;
image=image3;
}
```

```
if(plane.x<0){
plane.vx=-plane.vx;
image=image1;
}
```

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

```
if(ball.x<0){  
ball.vx=-ball.vx;}
```

```
if((plane.x+plane.width>=ball.x) && (plane.x<=ball.x+ball.width)  
&& (plane.y+plane.height>=ball.y) && (plane.y<=ball.y+ball.height)){  
plane.face=false;  
myAudio.play();  
}
```

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

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