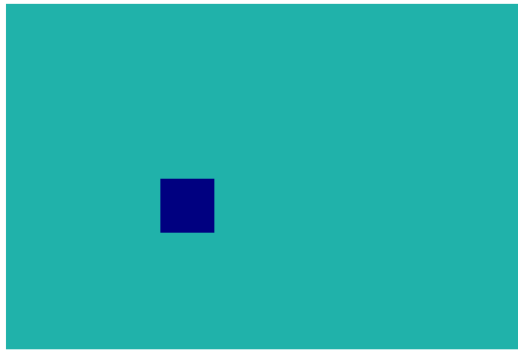


Φύλλο εργασίας για «HTML5 -JavaScript»

Εκπαιδευτικός: Παπαστεργίου Κωνσταντίνος, Καθηγητής Πληροφορικής

Κίνηση αντικειμένου με πλήκτρα



```
<!doctype html>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>Κίνηση με βελάκια</title>
<center>
<canvas width="480" height="320" ></canvas>
<script src="requestAnimationFramePolyfill.js"></script>
<script>
var canvas = document.querySelector("canvas");
var ctx = canvas.getContext("2d");

var aObject =
{
  x: 0,
  y: 0,
  width: 100,
  height: 40
};

var shape = Object.create(aObject);
shape.x = 20;
shape.y = 20;
shape.width=50;
shape.height=50;
shape.vx=3
shape.vy=3;

var UP = 38;
var DOWN = 40;
var RIGHT = 39;
var LEFT = 37;

var moveUp = false;
var moveDown = false;
```

```
var moveLeft = false;
var moveRight = false;

window.addEventListener("keydown", function(event)
{
  switch(event.keyCode)
  {
    case UP:
      moveUp = true;
      break;
    case DOWN:
      moveDown = true;
      break;
    case LEFT:
      moveLeft = true;
      break;
    case RIGHT:
      moveRight = true;
      break;
  }
}, false);
```

```
window.addEventListener("keyup", function(event)
{
  switch(event.keyCode)
  {
    case UP:
      moveUp = false;
      break;
    case DOWN:
      moveDown = false;
      break;
    case LEFT:
      moveLeft = false;
      break;
    case RIGHT:
      moveRight = false;
      break;
  }
}, false);
```

```
update();
function update() {
  requestAnimationFrame(update, canvas);

  if(moveUp==true && moveDown==false)
    {shape.vy = -3;}
  if(moveDown==true && moveUp==false)
    {shape.vy = 3;}
  if(moveLeft==true && moveRight==false)
    {shape.vx = -3;}
```

```
if(moveRight==true && moveLeft==false)
  {shape.vx = 3;}
if(moveUp==false && moveDown==false)
  {shape.vy = 0;}
if(moveLeft==false && moveRight==false)
  {shape.vx = 0;}

shape.x=shape.x+shape.vx;
shape.y=shape.y+shape.vy;

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

ctx.fillStyle="#20B2AA";
ctx.fillRect(0, 0, canvas.width, canvas.height);

ctx.fillStyle= "#000080";
ctx.fillRect(shape.x,shape.y,shape.width,shape.height);

}

</script>
</html>
```