

draw01.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 1</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
    draw3();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.moveTo(100, 100);
    ctx.lineTo(200, 200);
    ctx.stroke();
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.moveTo(100, 100);
    ctx.lineTo(200, 100);
    ctx.lineTo(200, 200);
    ctx.lineTo(100, 200);
    ctx.closePath();
    ctx.stroke();
  }
  function draw3(){
    var canvas = document.getElementById('c3');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.moveTo(100, 100);
    ctx.lineTo(150, 100+50*Math.sqrt(3));
    ctx.lineTo( 50, 100+50*Math.sqrt(3));
    ctx.closePath();
    ctx.stroke();
  }
</script>
</head>
<body>
<h1>課題 1</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
<canvas id="c3" width="300" height="300"></canvas>
</body>
</html>
```

draw02.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 2</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
    draw3();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.rect(100, 100, 100, 50);
    ctx.stroke();
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.rect(100, 100, 100, 100);
    ctx.stroke();
  }
  function draw3(){
    var canvas = document.getElementById('c3');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    for(var i=0; i<3; i++)
      ctx.rect(50*i+50, 50*i+50, 50, 50);
    ctx.stroke();
  }
</script>
</head>
<body>
<h1>課題 2</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
<canvas id="c3" width="300" height="300"></canvas>
</body>
</html>
```

draw03.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 3</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
    draw3();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.arc(150, 150, 50, 0, 2*Math.PI, true);
    ctx.stroke();
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.arc(150, 150, 50, 0, Math.PI, true);
    ctx.closePath();
    ctx.stroke();
  }
  function draw3(){
    var canvas = document.getElementById('c3');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.arc(150, 150, 50, 0, Math.PI, false);
    ctx.closePath();
    ctx.stroke();
  }
</script>
</head>
<body>
<h1>課題 3</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
<canvas id="c3" width="300" height="300"></canvas>
</body>
</html>
```

draw04.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 4</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
    draw3();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.arc(150, 150, 50, 0, 2*Math.PI, true);
    ctx.lineWidth = 5;
    ctx.stroke();
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.moveTo(100, 150);
    ctx.lineTo(200, 150);
    ctx.lineWidth = 50;
    ctx.stroke();
    ctx.beginPath();
    ctx.moveTo(50, 150);
    ctx.lineTo(250, 150);
    ctx.lineWidth = 25;
    ctx.stroke();
  }
  function draw3(){
    var canvas = document.getElementById('c3');
    var ctx = canvas.getContext('2d');
    for(var i=0; i<3; i++){
      ctx.beginPath();
      ctx.rect(50*i+50, 50*i+50, 50, 50);
      ctx.lineWidth = i*5;
      ctx.stroke();
    }
  }
</script>
</head>
<body>
<h1>課題 4</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
<canvas id="c3" width="300" height="300"></canvas>
</body>
</html>
```

draw05.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 5</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
    draw3();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.rect(100, 100, 100, 50);
    ctx.strokeStyle = 'rgb(255, 0, 0)';
    ctx.stroke();
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.arc(150, 150, 50, 0, 2*Math.PI, true);
    ctx.strokeStyle = '#0000ff';
    ctx.lineWidth = 5;
    ctx.stroke();
  }
  function draw3(){
    var canvas = document.getElementById('c3');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.rect(50, 50, 100, 150);
    ctx.strokeStyle = 'pink';
    ctx.lineWidth = 10;
    ctx.stroke();
  }
</script>
</head>
<body>
<h1>課題 5</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
<canvas id="c3" width="300" height="300"></canvas>
</body>
</html>
```

draw06.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 6</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
    draw3();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.rect(100, 100, 100, 50);
    ctx.strokeStyle = 'red';
    ctx.lineWidth = 10;
    ctx.stroke();
    ctx.fillStyle = 'pink';
    ctx.fill();
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.arc(150, 150, 50, 0, 2*Math.PI, true);
    ctx.strokeStyle = '#0000ff';
    ctx.lineWidth = 5;
    ctx.stroke();
    ctx.fillStyle = '#ffff00';
    ctx.fill();
  }
  function draw3(){
    var canvas = document.getElementById('c3');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    for(var i=0; i<3; i++){
      ctx.rect(50*i+50, 50*i+50, 50, 50);
      ctx.strokeStyle = 'blue';
      ctx.lineWidth = 5;
      ctx.stroke();
      ctx.fillStyle = 'lightgreen';
      ctx.fill();
    }
  }
</script>
</head>
<body>
<h1>課題 6</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
<canvas id="c3" width="300" height="300"></canvas>
</body>
</html>
```

draw07.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 7</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.fillStyle = 'rgb(255,0,0)';
    ctx.globalAlpha = 0.1;
    ctx.fillRect(0, 0, 300, 300);
    ctx.beginPath();
    ctx.arc(150, 150, 50, 0, 2*Math.PI, true);
    ctx.fillStyle = 'rgb(255, 0, 0)';
    ctx.globalAlpha = 0.25;
    ctx.fill();
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');

    for(i=0; i<10; i++) {
      ctx.fillStyle = 'rgb(0, 0, 255)';
      ctx.globalAlpha = 0.1*(i+1);
      ctx.fillRect(30*i, 0, 30, 30);
    }
  }
</script>
</head>
<body>
<h1>課題 7</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
</body>
</html>
```

draw08.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 8</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
    draw3();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.shadowBlur = 10;
    ctx.shadowColor = "#990000";
    ctx.beginPath();
    ctx.arc(150, 150, 50, 0, 2*Math.PI, true);
    ctx.fillStyle = "#cc0000";
    ctx.fill();
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.shadowBlur = 10;
    ctx.shadowColor = "#000000";
    ctx.shadowOffsetX = 5;
    ctx.shadowOffsetY = 5;
    ctx.beginPath();
    ctx.fillStyle = "#0000cc";
    ctx.fillRect(100, 100, 100, 100);
  }
  function draw3(){
    var canvas = document.getElementById('c3');
    var ctx = canvas.getContext('2d');
    ctx.shadowBlur = 5;
    ctx.shadowColor = "#000000";
    ctx.shadowOffsetX = 10;
    ctx.shadowOffsetY = 10;
    ctx.beginPath();
    ctx.fillStyle = "#cccc00";
    ctx.fillRect(100, 100, 100, 100);
  }
</script>
</head>
<body>
<h1>課題 8</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
<canvas id="c3" width="300" height="300"></canvas>
</body>
</html>
```


draw09.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 9</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
    draw3();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.arc(150, 150, 50, 0, 2*Math.PI, true);
    ctx.fillStyle = 'red'
    ctx.fill();
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.scale(1, 0.5);
    ctx.arc(150, 150, 50, 0, 2*Math.PI, true);
    ctx.fillStyle = 'blue';
    ctx.fill();
  }
  function draw3(){
    var canvas = document.getElementById('c3');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    for(i=0; i<3; i++){
      ctx.fillStyle = 'green';
      ctx.fillRect(100, 100, 100, 100);
      ctx.scale(0.5, 0.5);
    }
  }
</script>
</head>
<body>
<h1>課題 9</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
<canvas id="c3" width="300" height="300"></canvas>
</body>
</html>
```

draw10.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 1 0</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.fillStyle = 'rgba(0,0,0,0.1)';
    ctx.fillRect(0, 0, 300, 300);
    ctx.strokeStyle = "red";
    ctx.strokeRect(100, 100, 100, 100);
    for(i=0; i<9; i++) {
      ctx.rotate(5*Math.PI/180);
      ctx.strokeStyle = "blue";
      ctx.strokeRect(100, 100, 100, 100);
    }
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.fillStyle = 'rgba(0,0,0,0.1)';
    ctx.fillRect(0, 0, 300, 300);
    ctx.strokeStyle = "red";
    ctx.strokeRect(100, 50, 100, 100);
    for(i=0; i<9; i++) {
      ctx.rotate(5*Math.PI/180);
      ctx.strokeStyle = "blue";
      ctx.strokeRect(100, 50, 100, 100);
    }
  }
</script>
</head>
<body>
<h1>課題 1 0</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
</body>
</html>
```

draw11.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 1 1</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.arc(150, 150, 100, 0, 2*Math.PI, true);
    ctx.fillStyle = '#ff0000';
    ctx.fill();
    ctx.clearRect(100, 100, 20, 20);
    ctx.clearRect(150, 150, 50, 50);
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.fillStyle = "green";
    ctx.fillRect(0, 0, 300, 300);
    for(i=0; i<5; i++){
      for(j=0; j<5; j++){
        ctx.clearRect(i*50+40, j*50+40, 20, 20);
      }
    }
  }
</script>
</head>
<body>
<h1>課題 1 1</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
</body>
</html>
```

draw12.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 1 2</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.translate(80,80);
    ctx.moveTo(20, 10);
    ctx.lineTo(80, 10);
    ctx.quadraticCurveTo(90, 10, 90, 20);
    ctx.lineTo(90, 80);
    ctx.quadraticCurveTo(90, 90, 80, 90);
    ctx.lineTo(20, 90);
    ctx.quadraticCurveTo(10, 90, 10, 80);
    ctx.lineTo(10, 20);
    ctx.quadraticCurveTo(10, 10, 20, 10);
    ctx.stroke();
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.beginPath();
    ctx.moveTo(100, 100);
    ctx.quadraticCurveTo(150, 50, 200, 100);
    ctx.moveTo(100, 100);
    ctx.quadraticCurveTo(150, 200, 200, 100);
    ctx.stroke();
  }
</script>
</head>
<body>
<h1>課題 1 2</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
</body>
</html>
```

draw13.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 1 3</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
  }
  function draw1(){
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    ctx.font = "144px 'Impact'";
    ctx.strokeStyle = "blue";
    ctx.fillStyle = "red";
    ctx.lineWidth = 5;
    ctx.strokeText("HTML5", 50, 200);
    ctx.fillText("HTML5", 50, 200);
  }
  function draw2(){
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    ctx.font = "72px 'Script MT Bold'";
    ctx.shadowBlur = 8;
    ctx.shadowColor = "#888888";
    ctx.shadowOffsetX = 10;
    ctx.shadowOffsetY = 5;
    ctx.fillStyle = "green";
    ctx.fillText("JavaScript", 50, 200);
  }
</script>
</head>
<body>
<h1>課題 1 3</h1>
<hr>
<canvas id="c1" width="500" height="300"></canvas>
<canvas id="c2" width="500" height="300"></canvas>
</body>
</html>
```

draw14.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 1 4</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
  }
  function draw1() {
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    var grad = ctx.createLinearGradient(0, 0, 300, 0);
    grad.addColorStop(0, 'rgb(255, 0, 0)');
    grad.addColorStop(1, 'rgb(255, 255, 255)');
    ctx.beginPath();
    ctx.fillStyle = grad;
    ctx.fillRect(0, 0, 300, 300);
  }
  function draw2() {
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    var grad = ctx.createRadialGradient(150, 150, 0, 150, 150, 150);
    grad.addColorStop(0, 'rgb(255, 0, 0)');
    grad.addColorStop(1, 'rgb(255, 127, 127)');
    ctx.fillStyle = grad;
    ctx.fillRect(0, 0, 300, 300);
  }
</script>
</head>
<body>
<h1>課題 1 4</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
</body>
</html>
```

draw15.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
<title>課題 1 5</title>
<script type="text/javascript">
  onload = function(){
    draw1();
    draw2();
  }
  function draw1() {
    var canvas = document.getElementById('c1');
    var ctx = canvas.getContext('2d');
    var img = new Image();
    img.src = "jouban.jpg";
    ctx.drawImage(img, 0, 0);
  }
  function draw2() {
    var canvas = document.getElementById('c2');
    var ctx = canvas.getContext('2d');
    var img = new Image();
    img.src = "jouban.jpg";
    ctx.drawImage(img, 200,50,300,300, 0,0,300,300);
  }
</script>
</head>
<body>
<h1>課題 1 5</h1>
<hr>
<canvas id="c1" width="300" height="300"></canvas>
<canvas id="c2" width="300" height="300"></canvas>
</body>
</html>
```