```
Blockly.Language.webgl_a09_html = {
  category: 'WebGL',
  helpUrl: 'http://www.example.com/',
  init: function() {
    this.setColour(330);
    this.appendValueInput("HTML")
        .setAlign(Blockly.ALIGN_CENTRE)
        .appendTitle("HTML");
    this.appendStatementInput("HTML");
        this.setPreviousStatement(true);
    this.setNextStatement(true);
    this.setTooltip('');
        this.appendValueInput("VALUE")
        .appendTitle(new Blockly.FieldImage("../../media/html.svg", 64, 48));
  } };
Blockly.JavaScript.webgl_a09_html = function() {
  var value_html = Blockly.JavaScript.valueToCode(this, 'HTML',
Blockly.JavaScript.ORDER_ATOMIC);
  var statements_html = Blockly.JavaScript.statementToCode(this, 'HTML');
  var code = '&lt;html&gt;'/*  + value_html + '&lt; \html&gt;' */
  return code;
};
```

```
Blockly.Language.webgl_a09_body = {
 category: 'WebGL',
  helpUrl: 'file://localhost/C:/blockly/demos/webgl/webgl_a09_headerhtml5.help.html',
  init: function () {
      this.setColour(65);
     this.appendStatementInput("BODY")
      .appendTitle("Body");
  this.appendStatementInput("NAME");
  this.appendStatementInput("NAME");
                        this.appendDummyInput()
      .appendTitle("canvas id=")
      .appendTitle(new Blockly.FieldTextInput("canv"), "canv")
      this.setPreviousStatement(true);
      this.setNextStatement(true);
      this.setTooltip('');
 }
};
Blockly.JavaScript.webgl_a09_body = function() {
        var statements_body = Blockly.JavaScript.statementToCode(this, 'BODY');
        var statements_name = Blockly.JavaScript.statementToCode(this, 'NAME');
        var statements_name = Blockly.JavaScript.statementToCode(this, 'NAME');
        var code = '&lt;body&gt;&lt"'+statements_body+'"&gt;&lt;/body&gt;\n';
    return code;
};
```

Тело

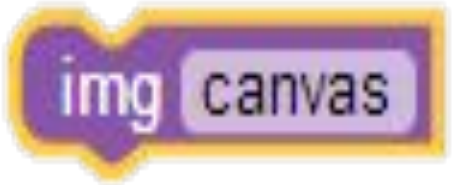
```
Blockly.Language.webgl_a09_header = {
  category: 'WebGL',
  helpUrl:
'file://localhost/C:/blockly/demos/webgl/webgl_a09_headerhtml5.help.html',
    init: function() {
    this.setColour(65);
    this.appendStatementInput("HEADER")
        .appendTitle("Header");
    this.setOutput(true);
    this.setTooltip('');
  }
};
Blockly.JavaScript.webgl_a09_header = function() {
  var statements_header = Blockly.JavaScript.statementToCode(this,
'HEADER');
  // TODO: Assemble JavaScript into code variable.
  var code = '\n&lt;header&gt;\n' + value_header + '\n&lt;/header&gt;'
  // TODO: Change ORDER_NONE to the correct strength.
  return [code, Blockly.JavaScript.ORDER_NONE];
};
```

Голова

```
Blockly.Language.webgl_a09_title = {
  category: 'WebGL',
  helpUrl: 'file://localhost/C:/blockly/demos/webgl/webgl_a09_headerhtml5.help.html',
  init: function() {
    this.setColour(160);
         this.appendDummyInput()
           .appendTitle("title")
           .appendTitle(new Blockly.FieldTextInput("Blockly"), "NAME");
        this.setPreviousStatement(true);
        this.setNextStatement(true);
         //this.appendValueInput("TITLE")
    //    .appendTitle("Title");
   // this.setOutput(true);
    this.setTooltip('');
  }
};
Blockly.JavaScript.webgl_a09_title = function() {
  var value_title = Blockly.JavaScript.valueToCode(this, 'TITLE', Blockly.JavaScript.ORDER_ATOMIC);
  // TODO: Assemble JavaScript into code variable.
  //var code = '\n&lt;title&gt\n;' + statements_title + '\n&lt;/title&gt;'
  var code = "'&lt;title&gt'" + value_title.toString() +"'&lt Blockly &gt;&lt;/canvas&gt;"
  //return [code, Blockly.JavaScript.ORDER_NONE];
  return code;
};
```

Заголовок

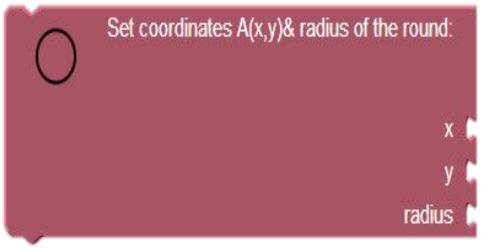
```
Blockly.Language.a09_img = {
   category: 'WebGL',
   helpUrl:
'file://localhost/C:/blockly/demos/webgl/webgl_a09_headerhtml5.help.html',
   init: function() {
      this.setColour(280);
      this.appendDummyInput()
         .appendTitle("img")
         .appendTitle(new Blockly.FieldTextInput("canvas"), "NAME");
      this.setPreviousStatement(true);
      this.setNextStatement(true);
      this.setTooltip('');    }
};
Blockly.JavaScript.a09_canvas = function() {
   var text_name_canvas = this.getTitleValue('NAME');
var code = "&lt;canvas id='" + text_name_canvas.toString() +"' width=\"120\"
height=\"120\" &gt;&lt;/canvas&gt;"
   canvas_name = text_name_canvas;
   return code;
};
```



Canvas

```
Blockly.Language.webgl_a09_circle = {
  category: 'WebGL_2d',
  helpUrl: '../webgl/webgl_a08_headerhtml5.help.html',
  init: function() {
    this.setColour(350);
    this.appendDummyInput()
        .appendTitle(new
Blockly.FieldImage("../../media/html1.svg", 64, 48))
        .appendTitle("Set coordinates A(x,y)& radius of the
round:");
    this.appendValueInput("x")
        .setCheck(Number)
        .setAlign(Blockly.ALIGN_RIGHT)
        .appendTitle("x");
    this.appendValueInput("y")
        .setCheck(Number)
        .setAlign(Blockly.ALIGN_RIGHT)
        .appendTitle("y");
    this.appendValueInput("r")
        .setCheck(Number)
        .setAlign(Blockly.ALIGN_RIGHT)
        .appendTitle("radius");
        this.setPreviousStatement(true);
    this.setNextStatement(true);
    this.setTooltip('');
  }
};
```

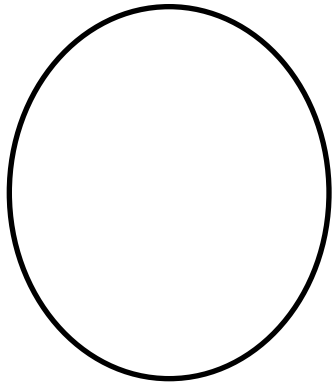
```
Blockly.JavaScript.webgl_a09_circle = function() {
  var value_canv_id =
Blockly.JavaScript.valueToCode(this, 'canv_id',
Blockly.JavaScript.ORDER_ATOMIC);
  var value_x = Blockly.JavaScript.valueToCode(this, 'x',
Blockly.JavaScript.ORDER_ATOMIC);
  var value_y = Blockly.JavaScript.valueToCode(this, 'y',
Blockly.JavaScript.ORDER_ATOMIC);
  var value_w = Blockly.JavaScript.valueToCode(this,
'radius', Blockly.JavaScript.ORDER_ATOMIC);
    // TODO: Assemble JavaScript into code variable.
   var code="var ctx = document.getElementById("+
value_canv_id + ").getContext('2d');\n"
  code += 'ctx.save();\n';
  code += 'ctx.beginPath();\n';
  code += 'ctx.translate('+ value_x+',' + value_y+');\n';
  code += 'ctx.scale('+value_w +', 1);\n';
   code += "\n   gl.arc(" + parseInt(text_x) + ",
"+parseInt(text_y)+", "+parseInt(text_radius)+", 0, 2 *
Math.PI, false);";
  code += 'ctx.restore();\n';
  code += 'ctx.closePath();\n';
  code += 'ctx.fill();\n';
  return code;
};
```



Отрисовка круга

JavaScript код программы и ее результат

```
html>
<head>
<title> Blockly</title>
</head>
<body>
 <canvas id ='canvas' width="1000" height=“800">
</canvas>
 <script>
 if (window.WebGLRenderingContext){
 var c = document.getElementById('canvas');
    var gl = c.getContext('2d');
     gl.beginPath();
    gl.arc(75,75, 37, 0, 2 * Math.PI, false);
    gl.lineWidth = 1;
    gl.strokeStyle = '#FFFFFF';
     gl.stroke();
 }
 </script>
</body>
```



Блок-представление программы