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<!DOCTYPE HTML>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />

<title>Particles4</title>

<style type="text/css">
  body {
    background-color: #000000;
    margin: 0px;
    overflow: hidden;
  }
</style>
</head>

<body>

<script type="text/javascript">
// reference to the canvas
canvas = document.createElement("canvas");
mainContext = canvas.getContext('2d');

// install canvas into DOM
document.body.appendChild(canvas);
canvas.width = window.innerWidth;
canvas.height = window.innerHeight;

// Draw Pepsi Bottle function
var img = new Image();
img.src = "./pepsi.png";
img.onload = function() {
  mainContext.drawImage(img, canvas.width/2 - img.width/2, (canvas.height-img.height));
}

// This tells javascript that we want to keep an array of "particles"
var particles = [];

// draw title on screen
mainContext.fillStyle = "#FFFFFF";
mainContext.font = "32px Arial";
mainContext.fillText("Bubbles", 100, 100);

setInterval(drawParticles,1000/60); // func every 1000/60 milliseconds, which gives us 60 frames/sec

function drawParticles() {

  // declares a particle variable each time drawParticles is called...with random properties
  var particle = { psize : Math.random()*10 + 15,
    xpos : canvas.width/2,
    ypos : canvas.height - img.height, // start at top of bottle cap
    xdrift : Math.random()*3 - 1.5,
    ydrift : -10.0,
    hue : Math.random()*360};

  particles.push(particle); // save our newest particle!

  if (particles.length > 200) // if number of particles exceeds 200, remove the oldest particle on the array
    particles.shift();

  // clear current particle
  mainContext.clearRect(0,0,canvas.width,(canvas.height - (img.height)));
  mainContext.fillText("Bubbles", 100, 100); // redraw title, because we just erased it!

  // draw each particle that's in our array
  for(var i = 0; i< particles.length;i++) {

    p = particles[i];
    p.xpos += p.xdrift;
    p.ypos += p.ydrift;

    // draw particle, only if all of the particle is above the Pepsi bottle...otherwise we get "trails"
    if (p.ypos < (canvas.height - img.height - p.psize)) {
      mainContext.beginPath();
      mainContext.arc(p.xpos,p.ypos,p.psize,0,Math.PI*2,true);
      mainContext.fillStyle = "#FFFFFF"; // "#ab9f7a"; // color_from_hue(p.hue);
      mainContext.fill();
    }

    p.psize *= 0.99; // shrink it each iteration
    p.ydrift += 0.1; // fake gravity
  }
}
</script>
</body>
</html>
```