

Computer Programming Canvas #1 – Draw House

Objective: Use the HTML5 canvas object and Javascript to draw a house.

1. In your *Computer Programming* folder, create a folder titled *first_last_canvas_1*. Copy the *template.html* file and paste it in your *first_last_canvas_1* folder. Rename the *template.html* file to *draw_house.html*.
2. Edit the *draw_house.html* file
 - a) Change *CHANGE ME* to *First Last – Canvas 1*
 - b) Change the width of <canvas> to 500 and the height to 600.
 - c) In the draw() method, draw a house on the canvas. The house has the following requirements:
 - ❖ Your house must have a door.
 - ❖ Your house must have 2 sash windows.
 - ❖ Your house must have a slanting roof.
 - ❖ Your house must have a chimney.
 - ❖ Your house must be centered in the canvas.
 - ❖ You may choose your own colors. Here is a sample:



3. Zip your *first_last_canvas_1* folder. Turn in your *first_last_canvas_1.zip* file.