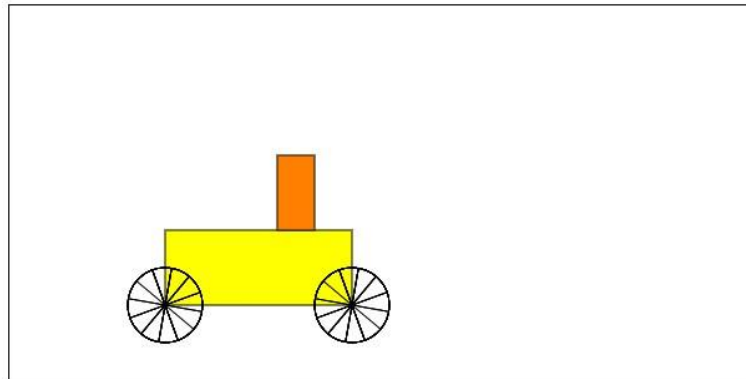


Computer Programming Canvas #11 – Hot Wheels

Objective: Use the HTML5 canvas object and Javascript to create a wagon that moves.

1. In your *Computer Programming* folder, create a folder titled *first_last_canvas_11*. Edit your *template.html* file and save it in your *first_last_canvas_11* folder as *hot_wheels.html*.
2. Edit the *hot_wheels.html* file
 - a) Change *CHANGE ME* to *First Last - Canvas 11*
 - b) Change the width of the canvas to 650 and height to 300.
 - c) You must draw the following and make it move across the canvas. It should start completely off the canvas on the left and move until it is completely off the canvas on the right. It should then start off the canvas on the left again. The wheels must rotate.
 - d) You must use the context *save*, *translate*, *rotate*, and *restore* methods. You must use loops to draw the spokes on the wheels.



3. Zip your *first_last_canvas_11* folder. Turn in your *first_last_canvas_11.zip* file.