

Computer Programming

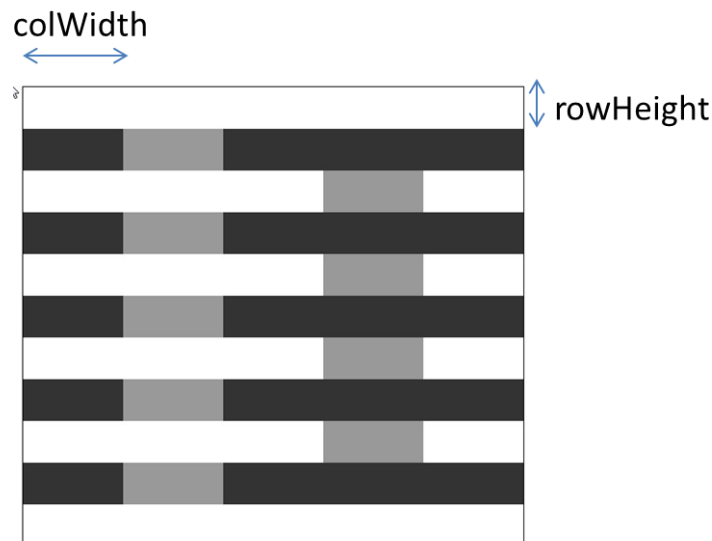
Canvas #2 – White's Illusion using Variables

Objective: Use the HTML5 canvas object and Javascript to create White's Illusion using variables so that width and height can be changed without affecting the illusion.

1. In your *Computer Programming* folder, create a folder titled *first_last_canvas_2*. Copy the *template.html* file and paste it in your *first_last_canvas_2* folder. Rename the *template.html* file to *white_illusion_vars.html*.
2. Edit the *white_illusion_vars.html* file
 - a) Change *CHANGE ME* to *First Last – Canvas 2*
 - b) Change the width of `<canvas>` to 600 and the height to 550.
 - c) In the `draw()` method, draw White's Illusion on the canvas.
 - d) Use color code `#333333` for the dark gray and color code `#999999` for the light gray.
 - e) You may not hard-code any rectangle widths or heights, nor may you hard-code the x and y coordinates for the rectangles. Instead, use these variables:

```
var colWidth = can.width / 5;
```

```
var rowHeight = can.height/11;
```



- f) Once you have completed your code and your illusion looks like the one above, change the width of your canvas to 400 and the height of your canvas to 440.

Note: the `colWidth` and `rowHeight` notations on the picture are for reference only. You only need to draw the illusion, not the arrows or the words.

3. Zip your *first_last_canvas_2* folder. Turn in your *first_last_canvas_2.zip* file.