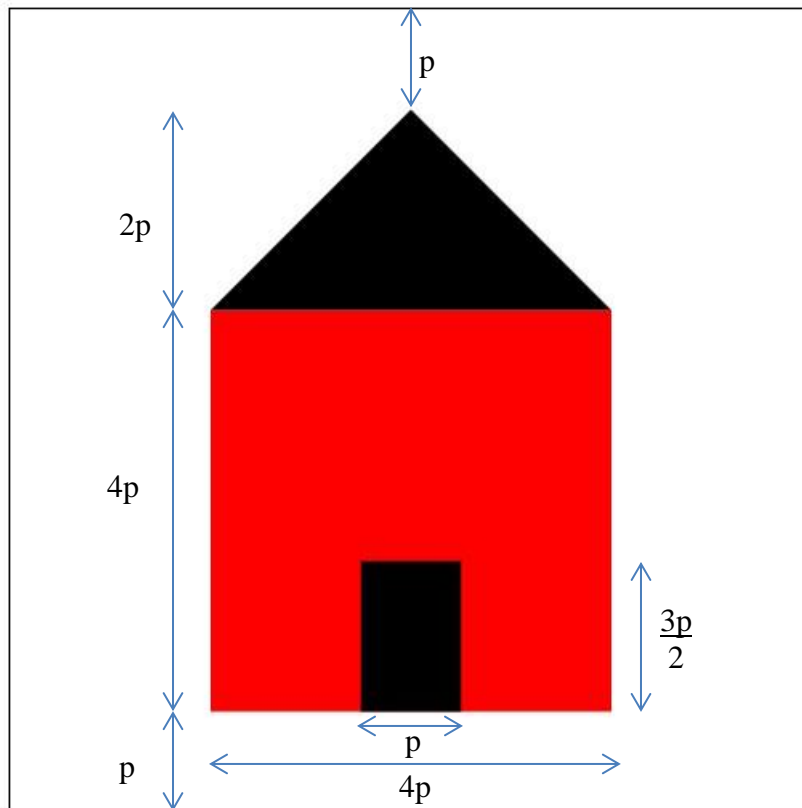


Computer Programming Canvas #3 – House in a Square

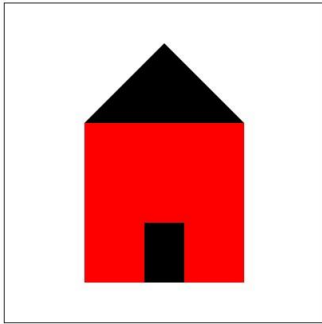
Objective: Center a square in the canvas and then draw a house in the square keeping the dimensions of the house proportionate.

1. In your *Computer Programming* folder, create a folder titled *first_last_canvas_3*. Edit the *template.html* file and save it in your *first_last_canvas_3* folder as *house_in_square.html*.
2. Edit the *house_in_square.html* file
 - a) Change *CHANGE ME* to *First Last – Canvas 3*
 - b) Change the width of the canvas to 500 and the height to 500.
 - c) In the *draw()* method, you will determine the largest square that will fit on the canvas. Inside that square, you will draw a house with a roof and a door. Create a variable called *p* which is the length of the side of the largest square divided by 8. Assume that the square below is the largest square that can fit on the canvas. Draw the house inside the square using these dimensions:

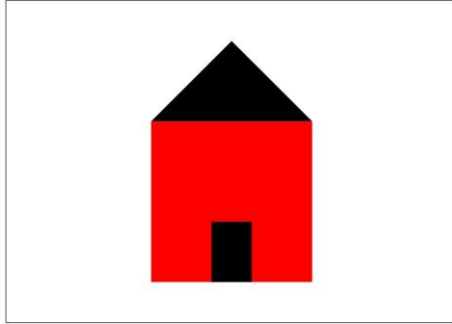


- d) Once your code is finished, change the width of the canvas to 700 and look at your house. Then change the width back to 500 and make the height 700. In both cases, your house should be centered in the canvas and exactly the same size as it was in the square canvas:

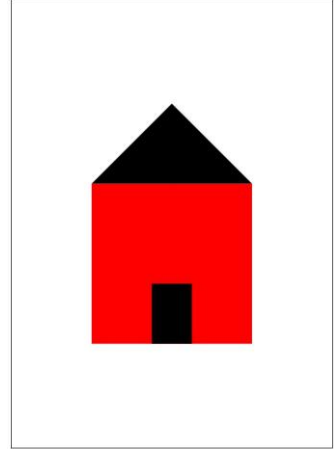
Square Canvas



Wider Canvas



Taller Canvas



3. Zip your *first_last_canvas_3* folder. Turn in your *first_last_canvas_3.zip* file.