

Computer Programming Canvas #4 – Draw a Face

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

1. In your *Computer Programming* folder, create a folder titled *first_last_canvas_4*. Edit your *template.html* file and save it in your *first_last_canvas_4* folder as *draw_face.html*
2. Edit the *draw_face.html* file
 - a) Change *CHANGE ME* to *First Last – Canvas 4*
 - b) Change the width and height of the canvas to make a square. You choose the side length.
 - c) In the *draw()* method, draw a face. The face must be centered in the canvas. Make sure to use appropriate colors. Your face should look like this:



3. Zip your *first_last_canvas_4* folder. Turn in your *first_last_canvas_4.zip* file.