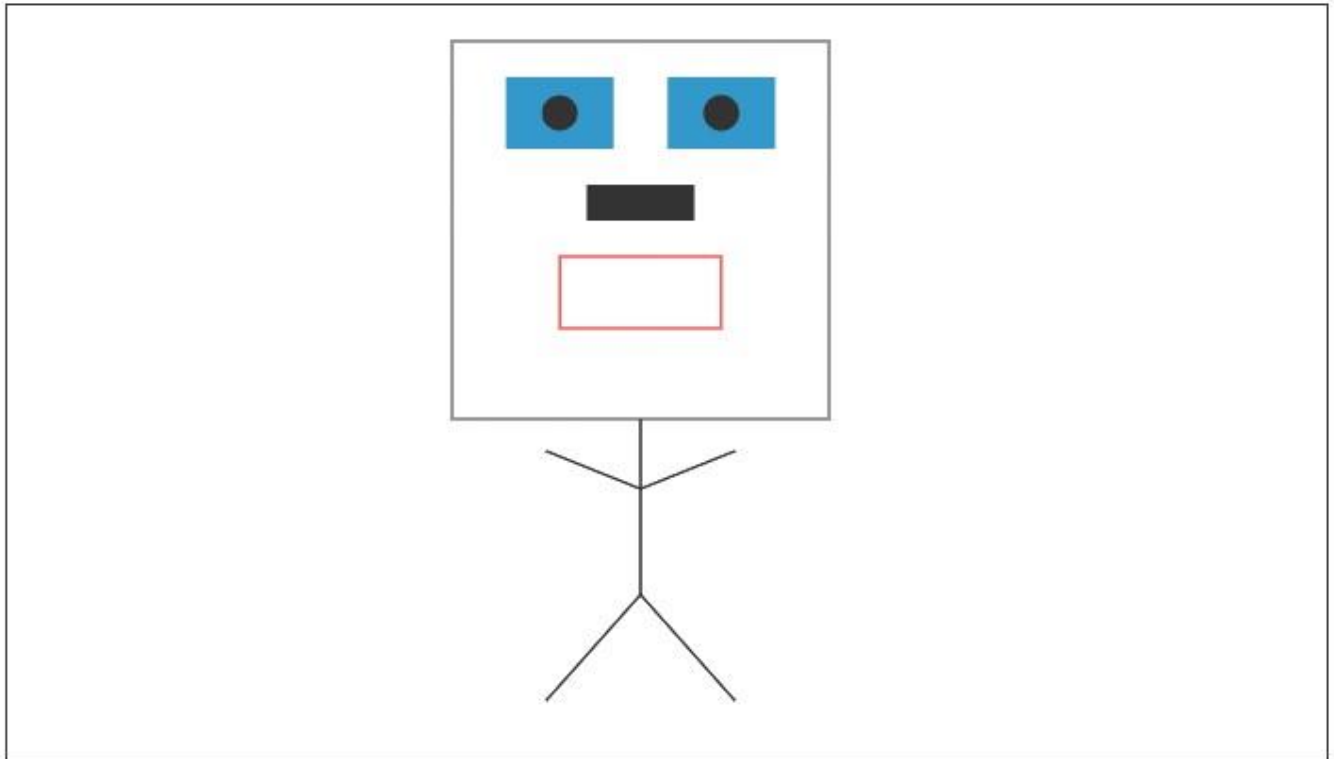


## Computer Programming Canvas #7 – Moving Robot

Objective: Use the HTML5 canvas object and Javascript to create a robot that moves back and forth across the screen.

1. In your *Computer Programming* folder, create a folder titled *first\_last\_canvas\_7*. Open the *template.html* file and save it in your *first\_last\_canvas\_7* folder as *moving\_robot.html*.
2. Edit the *moving\_robot.html* file
  - a) Change *CHANGE ME* to *First Last – Canvas 7*
  - b) Change the width of `<canvas>` to 700 and the height to 400.
  - c) In the `draw()` method, draw a robot on the canvas.
    - i. The robot's head should be a square.
    - ii. The eyes, nose and mouth should be rectangles.
    - iii. The eyeballs should be circles. They must be centered both vertically and horizontally in the rectangles that make up the eyes.
    - iv. The body is a simple stick figure.
    - v. The robot should move back and forth across the screen. Its entire drawing should be visible on the screen at all times.



3. Zip your *first\_last\_canvas\_7* folder. Turn in your *first\_last\_canvas\_7.zip* file.