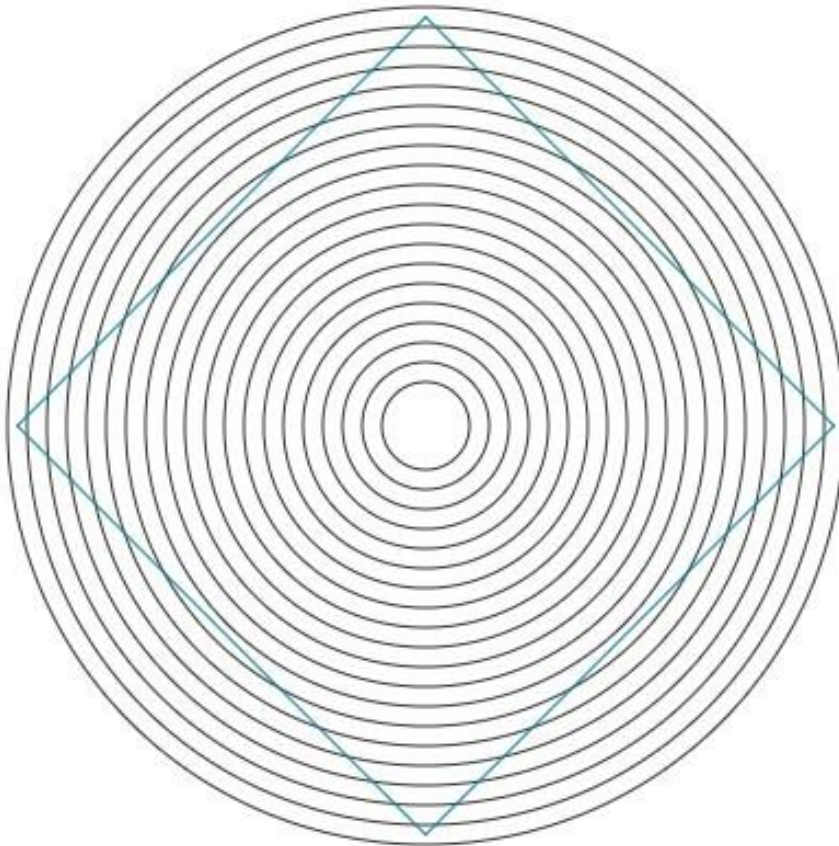


Computer Programming Canvas #9 - Square In Circle

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_9*. Edit the *template.html* file and save it in your *first_last_canvas_9* folder as *square_in_circle.html*.
2. Edit the *square_in_circle.html* file
 - a) Change *CHANGE ME* to *First Last – Canvas 9*
 - b) Change the width and height of the canvas to make a square. The width and height should be 500.
 - c) In the draw() method, draw the following illusion:
 - i. There are 20 concentric circles which are centered on the canvas. The radius of the smallest circle is 20, with each subsequent circle having a radius that is 9 larger than the next smallest circle. You should draw all circles in a single loop.
 - ii. Draw 4 lines to make a square. Each line is 5 inside the outermost radius. This should be easy to calculate. The lines should be drawn in a different color from the circles.
 - iii. You are not making this move, to be sure to comment out the `window.requestAnimationFrame()` call. Also, make sure to use only variables you need.



3. Zip your *first_last_canvas_9* folder. Turn in your *first_last_canvas_9.zip* file.