

Web Design

Canvas #10 – Complex Mouse Events

Objective: Demonstrate that you understand how to capture mouse click and moving the mouse events. You also will demonstrate that you understand the concept of an object.

1. In your WebDesign folder, create a folder titled *first_last_canvas_10*. Find your *lesson_10.html* file that we did in class, copy it, and paste it in your *first_last_canvas_10* folder. Rename it to *canvas_10.html*.
2. Make the following changes to *canvas_10.html*.
 - a) Change the title to *First Last - Canvas 10*
 - b) Add more colors until you have at least 10.
 - c) Modify the *draw()* function in *Circle* to outline the circle as well as fill it.
 - d) Add code so that when the right mouse button is clicked, the outline of a square is drawn.
 - i. The side of the square is a random number from 30 to 60.
 - ii. The **center** of the square must be drawn at the point where the mouse pointer lies.
 - iii. The outline of the square moves around the screen as long as the right mouse button is pressed.
 - iv. When the right mouse button is released, the square is filled with a random color and is also outlined.
 - e) You should add a *Square* class to make this happen.
3. Zip your *first_last_canvas_10* folder. Turn in your *first_last_canvas_10.zip* file