

Name:

Period:

Web Design Canvas #10 – Complex Mouse Events Rubric

Learning Target?	Grade														
LT1 - I can produce written and software artifacts that meet oral and written specifications.															
LT2 - I can use Javascript to correctly place shapes, text, and images on a canvas.															
LT3 - I can use Javascript to draw shapes and text on a canvas including outlining and filling.															
LT4 - I can use Javascript to write and use functions and classes including parameters and constructors.															
LT5 - I can use Javascript to create timers and handle events.															
LT6 - I can use variables in Javascript.															
LT7 - I can write conditional statements in Javascript.															
LT8 - I can use looping constructs correctly in code.															
Do you <table border="1" data-bbox="110 478 1382 722"> <tbody> <tr> <td data-bbox="110 478 873 504">• Have the Title, 10+ colors</td> <td data-bbox="878 478 1382 504">LT1</td> </tr> <tr> <td data-bbox="110 510 873 535">• Outlined circles</td> <td data-bbox="878 510 1382 535">LT1 LT3 LT4</td> </tr> <tr> <td data-bbox="110 541 873 567">• Have a Square class modeled after the Circle class?</td> <td data-bbox="878 541 1382 567">LT1 LT2 LT3 LT4 LT6</td> </tr> <tr> <td data-bbox="110 573 873 598">• Handle all mouse events correctly for each button?</td> <td data-bbox="878 573 1382 598">LT1 LT2 LT3 LT4 LT5 LT6 LT7</td> </tr> <tr> <td data-bbox="110 604 873 630">• Correctly keep track of all shapes.</td> <td data-bbox="878 604 1382 630">LT1 LT6</td> </tr> <tr> <td data-bbox="110 636 873 661">• Correctly create random colors and sides of each square (31,30)</td> <td data-bbox="878 636 1382 661">LT1 LT6</td> </tr> <tr> <td data-bbox="110 667 873 693">• Correctly draw all shapes in the draw() function.</td> <td data-bbox="878 667 1382 693">LT1 LT8</td> </tr> </tbody> </table>	• Have the Title, 10+ colors	LT1	• Outlined circles	LT1 LT3 LT4	• Have a Square class modeled after the Circle class?	LT1 LT2 LT3 LT4 LT6	• Handle all mouse events correctly for each button?	LT1 LT2 LT3 LT4 LT5 LT6 LT7	• Correctly keep track of all shapes.	LT1 LT6	• Correctly create random colors and sides of each square (31,30)	LT1 LT6	• Correctly draw all shapes in the draw() function.	LT1 LT8	
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