

## Web Design

### Canvas #12 – Complex Mouse Events with Images

Objective: Demonstrate that you understand how to capture mouse click and mouse move events by moving a random image around the screen. You will use what we learned in *lesson\_12* as well as what we learned in *lesson\_10*.

1. In your *Web Design* folder, copy then paste your *Lesson 12 Images* folder. Rename the new folder to *first\_last\_canvas\_12*. Inside the folder, rename the *lesson\_12.html* file to *canvas\_12.html*.
2. Find at least 6 more images that you will use in this assignment. They should be square if possible, and no wider than 65px and no taller than 65px. Place these images in the *images* folder inside your *first\_last\_canvas\_12* folder.
3. Make the following changes to *canvas\_12.html*.
  - a) Change the title to *First Last - Canvas 12*
  - b) Add the names of your additional images to the *images\_src* array.
  - c) Add event listeners for both the *mousemove* event and the *mouseup* event. You will need to add handler functions for both of these (*handleMouseMove(event)* and *handleMouseUp(event)*). Look at what was done in *lesson\_10* for an example.
  - d) When the left mouse button is pressed, a random image should display, however when the mouse moves, the image should move with it. When the left mouse button is released, the image should stay on the screen.
  - e) Follow the pattern that was done with *lesson\_10* except draw the *tmp\_image* instead of outlining a circle or a square.
  - f) The image should be centered at the coordinates of the mouse pointer.
  - g) You will need to create a *MouseImage* class to make this work.
4. Zip your *first\_last\_canvas\_12* folder. Turn in your *first\_last\_canvas\_12.zip* file