

Name:

Period:

Web Design Canvas #12 – Complex Mouse Events with ImagesRubric

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 688"> <tbody> <tr> <td data-bbox="110 478 873 504">• Have the Title, 10+ images</td> <td data-bbox="878 478 1382 504">LT1</td> </tr> <tr> <td data-bbox="110 510 873 535">• Wait until all images are loaded before drawing...</td> <td data-bbox="878 510 1382 535">LT1 LT4 LT5 LT6 LT7 LT8</td> </tr> <tr> <td data-bbox="110 541 873 567">• Have a <i>MouseImage</i> class modeled after the <i>Circle</i> 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 (mouseDown, mouseMove, etc)</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 images.</td> <td data-bbox="878 604 1382 630">LT1 LT6</td> </tr> <tr> <td data-bbox="110 636 873 661">• Correctly draw all images using a loop.</td> <td data-bbox="878 636 1382 661">LT1 LT8</td> </tr> </tbody> </table>	• Have the Title, 10+ images	LT1	• Wait until all images are loaded before drawing...	LT1 LT4 LT5 LT6 LT7 LT8	• Have a <i>MouseImage</i> class modeled after the <i>Circle</i> class?	LT1 LT2 LT3 LT4 LT6	• Handle all mouse events correctly (mouseDown, mouseMove, etc)	LT1 LT2 LT3 LT4 LT5 LT6 LT7	• Correctly keep track of all images.	LT1 LT6	• Correctly draw all images using a loop.	LT1 LT8	
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