

Javascript Programming

Canvas #14 – Easy Mouse Events

Objective: Use the mouse to click on the canvas and draw a circle centered at the mouse or a square centered at the mouse depending on which mouse button was clicked. Colors and sizes are random.

1. In your *Javascript* folder, create a folder titled *first_last_canvas_14*. Find your *lesson_14.html* file that we did in class, copy it, and paste it in your *first_last_canvas_14* folder. Rename it to *canvas_14.html*.
2. Edit the *canvas_14.html* file
 - a) Change the title to *First Last - Canvas 14*
 - b) Change the width of the canvas to 650 and height to 300.
 - c) Add more colors until you have 10 or more.
 - d) Modify the code so that the circle:
 - i. Has a radius that is a random number from 12 to 25.
 - ii. The circle is filled with a random color, and then outlined.
 - e) Now, add code so that clicking the right mouse button draws a square:
 - i. The square is filled with a random color, then outlined.
 - ii. The side length of the square is a random integer from 16 to 50.
 - iii. The center of the square must be drawn at the coordinates of the mouse pointer.
3. Zip your *first_last_canvas_14* folder. Turn in your *first_last_canvas_14.zip* file.

