

Javascript Programming

Canvas #15 – 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 *Javascript* folder, create a folder titled *first_last_canvas_15*. Find your *lesson_15.html* file that we did in class, copy it, and paste it in your *first_last_canvas_15* folder. Rename it to *canvas_15.html*.
2. Make the following changes to *canvas_15.html*.
 - a) Change the title to *First Last - Canvas 15*
 - b) Add more colors until you have at least 10.
 - c) Modify the code so that
 - i. The radius is a random number from 10 to 25. (Do this in `handleMouseDown`.)
 - ii. The circle is outlined when it is drawn. (Do this in the `Circle` class.)
 - 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 25 to 50.
 - 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.
 - v. The square stays on the screen permanently.
 - vi. You should add a **Square** class to make this happen.
3. Zip your *first_last_canvas_15* folder. Turn in your *first_last_canvas_15.zip* file