

Name:

Period:

Javascript Programming Canvas #15 – Complex Mouse Events Rubric

Learning Target?	Grade
LT2 - I can produce written and software artifacts that meet oral and written specifications.	
LT3 - I can use Javascript to correctly place shapes, text, and images on a canvas.	
LT4 - I can use Javascript to draw shapes and text on a canvas including outlining and filling.	
LT5 - I can use Javascript to write and use functions and classes including parameters and constructors.	
LT6 - I can use Javascript to create timers and handle events.	
LT7 - I can use variables in Javascript.	
LT8 - I can write conditional statements in Javascript.	
LT9 - I can use looping constructs in Javascript.	
LT10 - I can use arrays in Javascript.	
Do you	
<ul style="list-style-type: none"> • Correct filename, title, 10+ colors LT2 LT10 	
<ul style="list-style-type: none"> • Outlined circles with correct radius (16, 10) LT2 LT3 LT4 LT7 	
<ul style="list-style-type: none"> • Correctly handle events contextmenu, mousedown, mousemove, mouseup? LT2 LT5 LT6 LT8 	
<ul style="list-style-type: none"> • The square's side is calculated correctly (26, 25) LT2 LT5 LT7 	
<ul style="list-style-type: none"> • Have a Square class modeled after the Circle class? LT2 LT5 LT7 	
<ul style="list-style-type: none"> • Square color is calculated correctly LT2 LT5 LT7 LT10 	
<ul style="list-style-type: none"> • Square constructor is correct. LT2 LT5 LT7 	
<ul style="list-style-type: none"> • Square draw() function is correct. LT2 LT3 LT4LT5 LT7 	
<ul style="list-style-type: none"> • Correctly keep track of all shapes. LT2 LT7 LT10 	
<ul style="list-style-type: none"> • Correctly draw all shapes in the draw() function. LT2 LT5 LT7 LT9LT10 	
On Time Points	/10