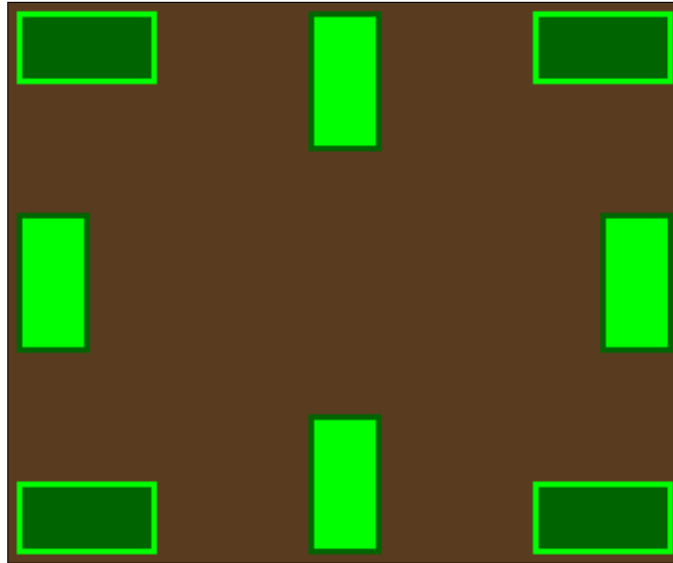


Web Design

Canvas #1 – Evenly Spaced Rectangles

Objective: Use the HTML5 canvas object and Javascript to create 8 evenly spaced rectangles.

1. In your *Web Design* folder, create a folder titled *first_last_canvas_1*. Open the *canvas_template.html* file and save it in your *first_last_canvas_1* folder as *canvas_1.html*.
2. Edit the *canvas_1.html* file
 - a) Change *CHANGE ME* to *First Last – Canvas 1*
 - b) Change the width of `<canvas>` to 600 and the height to 500.
 - c) Find 3 colors that go well together. One color will be used as the background for the canvas, the other two will be used to fill and outline rectangles. Four rectangles will be filled with the first color and outlined with the second, and four will be filled with the second color and outlined with the first. Create constants for the 3 colors as variables above the `init()` function.
 - d) In the `draw()` method, perform the following:
 - i. Fill the entire canvas with your background color. (Fill a rectangle that starts at 0,0 and is the width of the canvas wide and the height of the canvas tall.) Don't forget to set the `fillStyle` before you fill the rectangle.
 - ii. Make the `linewidth` 5 so when you outline the rectangles, they will outline in a wide line.
 - iii. Now, fill and outline 4 rectangles. These rectangles will be 120 wide and 60 tall. They should be located in the 4 corners of the canvas, but 10 pixels from the top, bottom, right, and left (depending on which corner). Use one of your colors for the fill, and another for the outline.
 - iv. Next, fill and outline an additional 4 rectangles. These rectangles will be 60 wide and 120 tall. They should also be located 10 pixels from the top, bottom, right, and left, but they should also be centered along the edge of the canvas. You will use the same 2 colors for fill and outline, but whatever your fill color was for your first 4 rectangles should be your outline color now, and vice versa.
 - v. You must use the context's *fillRect* and *strokeRect* functions to fill and outline your rectangles.
 - vi. Here is a sample:



3. Compress your *first_last_canvas_1* folder. Turn in your *first_last_canvas_1.zip* file.