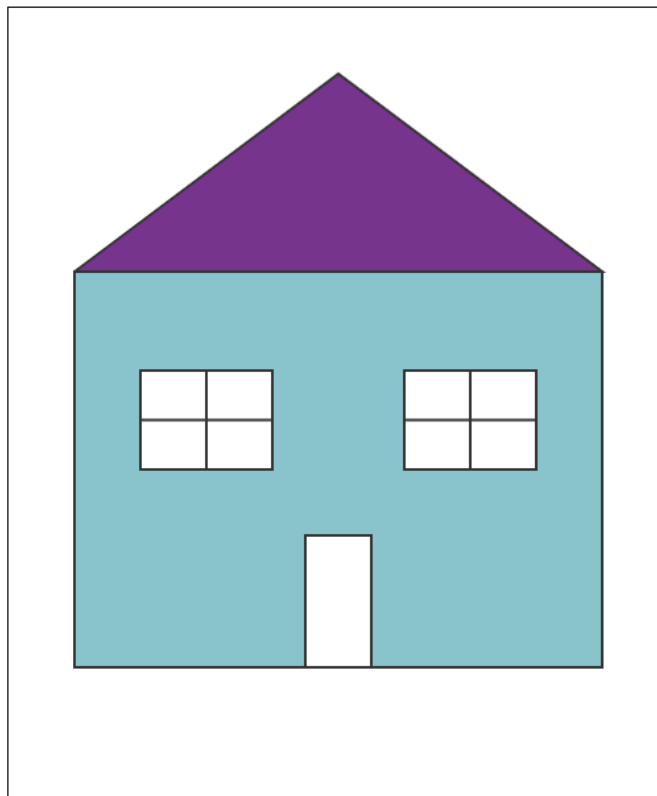


## Web Design

### Canvas #2 – Draw House

Objective: Use the HTML5 canvas object and Javascript to draw a house.

1. In your *Web Design* folder, create a folder titled *first\_last\_canvas\_2*. Open your *canvas\_template.html* file and save it in your *first\_last\_canvas\_2* folder as *canvas\_2.html*.
2. Edit the *canvas\_2.html* file
  - a) Change *CHANGE ME* to *First Last – Canvas 2*
  - b) Change the width of `<canvas>` to 500 and the height to 600.
  - c) In the `draw()` function, draw a house on the canvas. The house has the following requirements:
    - ❖ Your house must be centered in the canvas.
    - ❖ Your house must be outlined and filled with a color.
    - ❖ Your house must have an outlined door.
    - ❖ Your house must have 2 outlined sash windows.
    - ❖ Your house must have an outlined slanting roof that is filled with a color.
    - ❖ You may choose your own colors. Create constants for your colors as variables above the `init()` function.
    - ❖ Here is a sample:



3. Compress your *first\_last\_canvas\_2* folder. Turn in your *first\_last\_canvas\_2.zip* file.