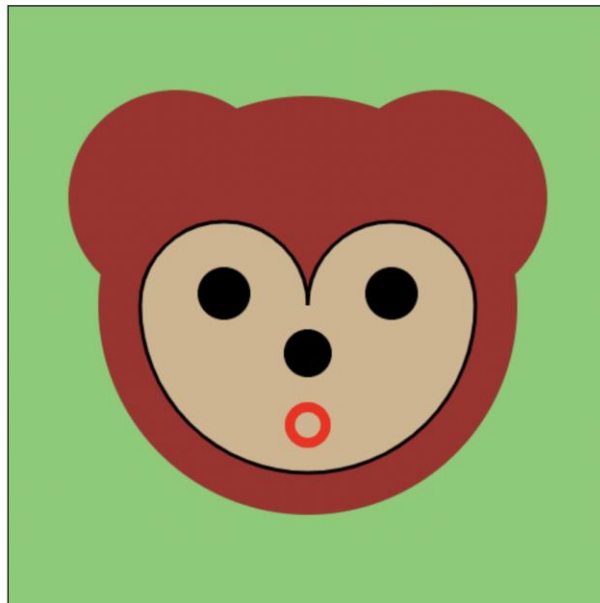


Web Design

Canvas #3 – Draw a Monkey’s Head

Objective: Use the HTML5 canvas object and Javascript to draw the face of a monkey. This entire project can be done using correct placement of arcs on the canvas.

1. In your *Web Design* folder, create a folder titled *first_last_canvas_3*. Open your *canvas_template.html* file save it in your *first_last_canvas_3* folder as *canvas_3.html*.
2. Edit the *canvas_3.html* file
 - a) Change *CHANGE ME* to *First Last – Canvas 3*
 - b) Change the width and height of the canvas to make a square. You choose the side length. The square should be no smaller than 450x450 and no larger than 550x550.
 - c) In the draw() method, draw a monkey’s head. You have the following requirements:
 - ◆ The background of the canvas must be a color. You may choose the color.
 - ◆ The head must be centered in the canvas with 2 ears the same color as the head. You may choose the color, the size of the head, and the size of the ears. The ears must look the same on either side of the head.
 - ◆ The face must be outlined and filled. You may choose the colors and the size of the face.
 - ◆ The monkey should have 2 eyes and a nose that are filled circles. You may choose the colors and sizes of the eyes and nose.
 - ◆ The mouth must be an outlined circle in red. You may choose the size.
 - d) Your monkey’s head should look something like this:



3. Zip your *first_last_canvas_3* folder. Turn in your *first_last_canvas_3.zip* file.