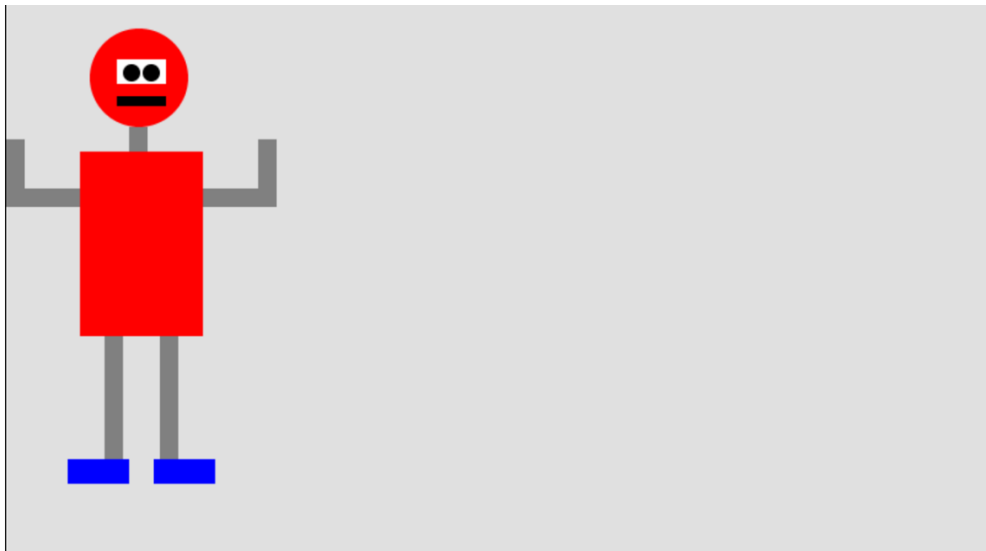


Web Design

Canvas #5 – Moving Robot

Objective: Use the HTML5 canvas object and Javascript to draw a robot that moves back and forth across the canvas.

1. In your Web Design folder, create a folder titled *first_last_canvas_5*. Open the *canvas_template.html* file and save it in your *first_last_canvas_5* folder as *canvas_5.html*.
2. Edit the *canvas_5.html* file
 - a) Change *CHANGE ME* to *First Last – Canvas 5*
 - b) Change the width of `<canvas>` to 800 and the height to 500.
 - c) In the `draw()` method, draw a robot on the canvas.
 - d) The robot should line up with the left side of the canvas to start as shown in the example picture.
 - e) The robot has the following requirements:
 - i. Your robot must have 2 feet shaped like rectangles.
 - ii. Your robot must have 2 legs shaped like rectangles.
 - iii. Your robot must have a body shaped like a rectangle.
 - iv. Your robot must have 2 arms consisting of an L shape. You can use 2 rectangles positioned appropriately, or you can draw lines to make an L shape.
 - v. Your robot must have a neck shaped like a rectangle.
 - vi. Your robot must have a head shaped like a circle.
 - vii. Your robot should have 2 circular eyes inside a white rectangle.
 - viii. Your robot should have a mouth shaped like a rectangle.
 - ix. You may choose your own colors.



- f) Now, add code so that the robot moves left to right across the screen. The robot should look like it bounces off the right side, moves to the left, and then bounces off the left side.
3. Compress your *first_last_canvas_5* folder. Turn in your *first_last_canvas_5.zip* file.