

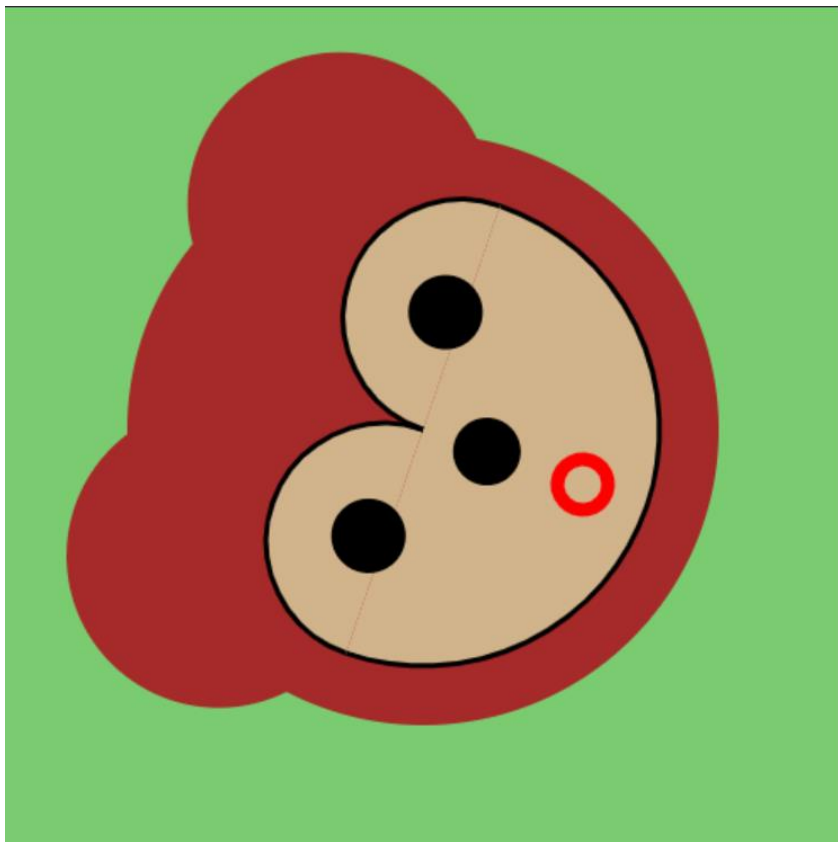
Web Design

Canvas #7 – Rotate a Monkey’s Head

Objective: Use the HTML5 canvas object and Javascript to rotate your monkey’s head.

Note: You must finish Canvas #3 before doing this assignment!

1. In your WebDesign folder, create a folder titled *first_last_canvas_7*. Open your *first_last_canvas_3* folder and find your *canvas_3.html* file. Copy it and paste it in your *first_last_canvas_7* folder and then rename it to *canvas_7.html*.
2. Edit the *canvas_7.html* file
 - a) Change the title to *First Last - Canvas 7*
 - b) You should use the technique we used in class to cause your monkey’s head to rotate.
 - c) You need a variable to keep track of the current rotation angle.
 - d) The monkey’s head needs to rotate around the center of the head.
 - e) You must use the context *save*, *translate*, *rotate*, and *restore* methods.



3. Zip your *first_last_canvas_7* folder. Turn in your *first_last_canvas_7.zip* file.