

## Web Design

### Canvas #9 – Easy Mouse Events

Objective: Use the mouse to click on the canvas and draw a circle centered at the mouse or a square centered at the mouse depending on which mouse button was clicked. Colors and sizes are random.

1. In your WebDesign folder, create a folder titled *first\_last\_canvas\_9*. Find your *lesson\_9.html* file that we did in class, copy it, and paste it in your *first\_last\_canvas\_9* folder. Rename it to *canvas\_9.html*.
2. Edit the *canvas\_9.html* file
  - a) Change the title to *First Last - Canvas 9*
  - b) Change the width of the canvas to 650 and height to 300.
  - c) Add more colors until you have 10 or more.
  - d) Modify the code so that the circle:
    - i. Has a radius that is a random number from 15 to 30.
    - ii. The circle is filled with a random color, and then outlined.
  - e) Now, add code so that clicking the right mouse button draws a square:
    - i. The square is filled with a random color, then outlined.
    - ii. The side length of the square is a random integer from 16 to 50.
    - iii. The center of the square must be drawn at the coordinates of the mouse pointer.
3. Zip your *first\_last\_canvas\_9* folder. Turn in your *first\_last\_canvas\_9.zip* file.