Event-Driven Programming

Green Screen Web Page

A PDF copy of all of this lesson's Try It exercises can be downloaded from the **Resources** tab.

1. Create a new practice Pen.

2. Add a heading a canvas element to the Pen.

3. Add two input elements: a button to change the background color of the canvas "on click" and a color input element that allows the user to change the color of the canvas "on change." Note that a color input element must have a value attribute that is the hexadecimal value for a color (e.g., #0000FF). You can find the hex values for colors using this resource: http://www.w3schools.com/colors/colors_picker.asp

4. Write a JavaScript function for the event handler of the color input that:

- **Gets the canvas element**;
- **Gets the color input element**; and
- **Sets the canvas background color to the value of the color input**.

5. Try changing the *onchange* attribute to *onclick* and see how the input behaves differently.

Need help? See this example on CodePen (http://codepen.io/duketeam/pen/amvmPK) and review the **Events and Inputs** video. Also ask for help from your classmates in the forums!

Create a Slider

1. Fork your color chooser practice pen, so that you start with a canvas element and a color chooser (you can delete the button).

2. Add a slider input element by specifying the type "range." Refer to the Inputs and Events video for more details on the min, max, value, and oninput attributes.

3. Write a function doSquare() for the slider event handler that draws squares on the canvas, such that their side lengths are determined by the value of the slider. Your function should:

- **Get the slider element, then its value**.
- **Get the canvas element, then its context**.
- **Use the *context.fillStyle* and *context.fillRect* methods**. Try making the position of the second square dependent on the first, such as specifying that the x-coordinate be the length plus a number, or the length times a factor. (Note that if you use the '+' operator with variables JavaScript has decided are strings (words or text), you need to use parseInt to convert the string to an integer.)

Need help? See this CodePen example: http://codepen.io/duketeam/pen/YGyGob.

Mark as completed