**Day 3 Lab Assignments**

1. Use HTML5 drag and drop, to make the following assignment:

Make a div with width and height: 100px, and make a border and background color for it, and make an image that can be dragged and dropped on the div.

* 1. Use session storage to store the score, so the score isn’t changed if the user refreshed the page

1. Download Svg handle when mouse over on each part (eyes, mouse, and nose) its background color changes, and back to its original color onmouseover.
   1. search for SVG image for human face or human body .
2. Use canvas, on a page on its load draw the given sad face on a canvas (Draw image), on mouse is down change the image to smiley face and scale its width, and on mouse is up it backs to sad face and normal scale.

( <https://www.w3schools.com/tags/canvas_drawimage.asp> )

1. Make a page that has a button that when clicked gets your location, and show it on google maps on a new window (Use HTML5 GeoLocation ).
2. Complete any missing assignments from previous days.

**#Bouns Assignment**:

1. When left click and drag, make the mouse draw on the canvas, and erase when right click and drag (Use Canvas).

**<Thank>YOU </Thank>**