**Introduction to Programming II Project Log**

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| **Project title:** | Drawing App |
| **Topic:** | Topic 10 |
| **What progress have you made this topic?** | | |
| I have successfully integrated the bucket filling tool into my project as a constructor function now. I have fixed all the errors I had with the algorithm regarding the color input and the infinite loop from last week. I also managed to research and create a Text to Tool for my project. This tool is allowing the user to type text to the canvas, change the size of the text to be bigger/smaller and the color of the text.  After stepping away from the color picker issue with the swatches that I described in Topic 8 Progress log, I came back to the problem with fresh perspective and managed to resolve the issue and fix the bug. My color picker is not fully functional too. | | |
| **What problems have you faced and were you able to solve them?** | | |
| My first problem this week came with the Text to Tool, where I have tried to implement a blinking cursor while the typing is active. While I did manage to implement the blinking cursor with a line and a formula to take the modulus of frameCount, which gave me the desired effect, I did not manage to either move this blinking cursor with each letter so the cursor stays ahead of the typed letters. Besides this, My letters would blink too, not just the cursor. I did not manage to solve the issue as of now and I might skip the feature of blinking cursor and just leave the Text to Tool as it is, it is fully functional as it is without the blinking cursor functionality.  Aside from the Text to Tool issue, I have managed to solve the issue that plagued me for the past 3 weeks with the color picker, when switching colors from the color picker back to the color array. The issue was because when deselecting a color, there would be a function that tries to take the last active swatch and unstyle the border but because my last selected color came from the color picker which did not have a swatch, it would throw out an error. I managed to fix this issue by checking if the last selected color was a string or if it was a color object from the color picker, before trying to unstyle the swatch and if it was a color object, then the swatch unstyle would be skipped.  Ultimately, I’ve encountered a new bug, after managing to introduce the color picker tool with my color palette, the mirrorDrawTool had a new bug, once you would use the mirrorDrawTool and change color during use, when you would unselect the tool, the red vertical line from the tool would not disappear, it would remain on canvas, the fix was as easy as adding the updatePixels method but the main issue was finding the exact spot where this needs to be added, which I did and the bug has been resolved. | | |
| **What are you planning to do over the next few weeks?** | | |
| In the next couple of weeks up to project submission I will review the whole code, add more comments if needed and refactor parts of the code to streamline the project and make it more readable. | | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | | |
| I am quite pleased with the progress on my project and the fact that I managed to finish my extensions in time for final submission and I still have a bit of time to refactor and go over my code again to clean it up. | | |