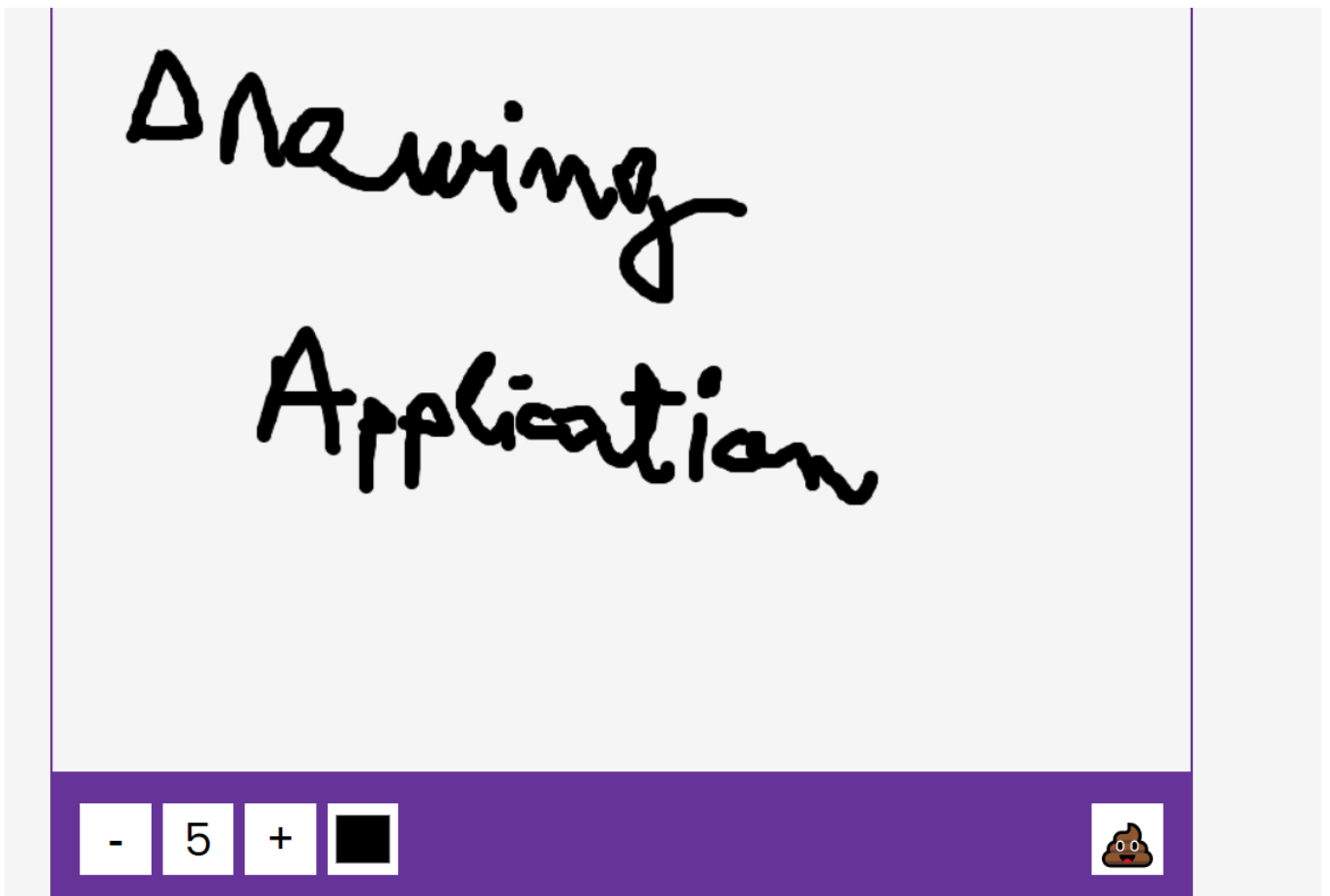# Drawing-Application

Drawing/Pain APP using JavaScript and HTML5 canvas.

Features:

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1. Draw on Canvas
2. Multiple colors
3. Clear canvas

How to run the tool:

The final step is adding in user interaction. Ultimately, this boils down to three main functions:

a **mousedown**, to tell us when the user has initiated drawing.

a **mousemove**, to track a user's mouse movement.

a **mouseup**, for when the user completes drawing.

History:

Initial version 1.0.0 of application.

Resources:

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https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Client-side_web_APIs/Drawing_graphics

https://www.javascripttutorial.net/web-apis/javascript-draw-line/