



HTML 5: The New Web

Lab 2

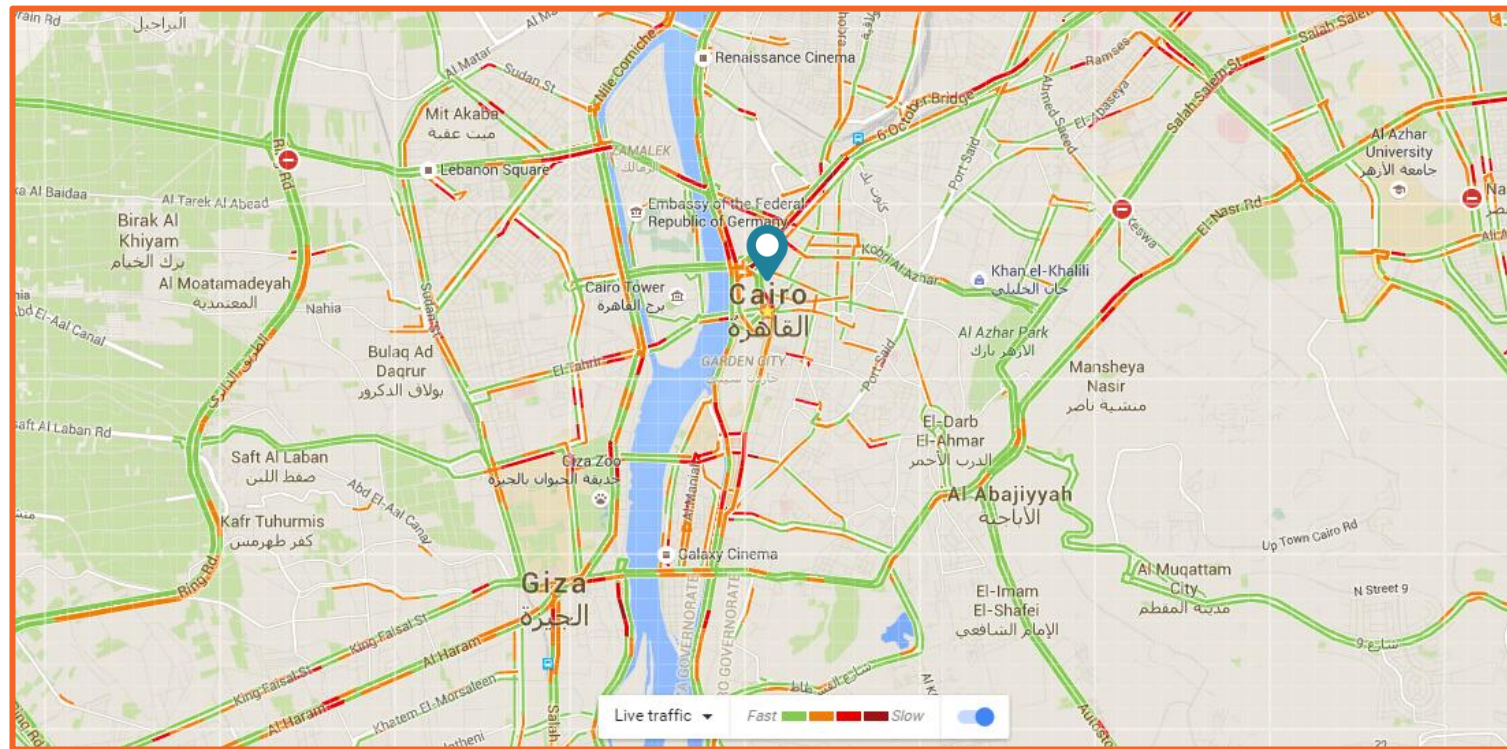
Rules

- 1 If you have Syntax Error, Solve it yourself. You are able to do that.
- 2 Mentors exist to guide you to the best way to solve the problem not to solve the problem or your syntax errors.
- 3 Steps of Solving the problem:
 - Think.
 - Think again.
 - Use Pen and Papers to convert your thoughts into Procedures.
 - Convert your previous pseudo code into JavaScript Code using its syntax rules.
 - Don't be afraid of syntax errors. It is easy to solve. Read it clearly and you will solve it.
 - Check the output of every step you do and then check them all.
- 4 The most important rule is to enjoy challenging yourself and don't stress your mind by the headache of assignments delivery's deadlines.



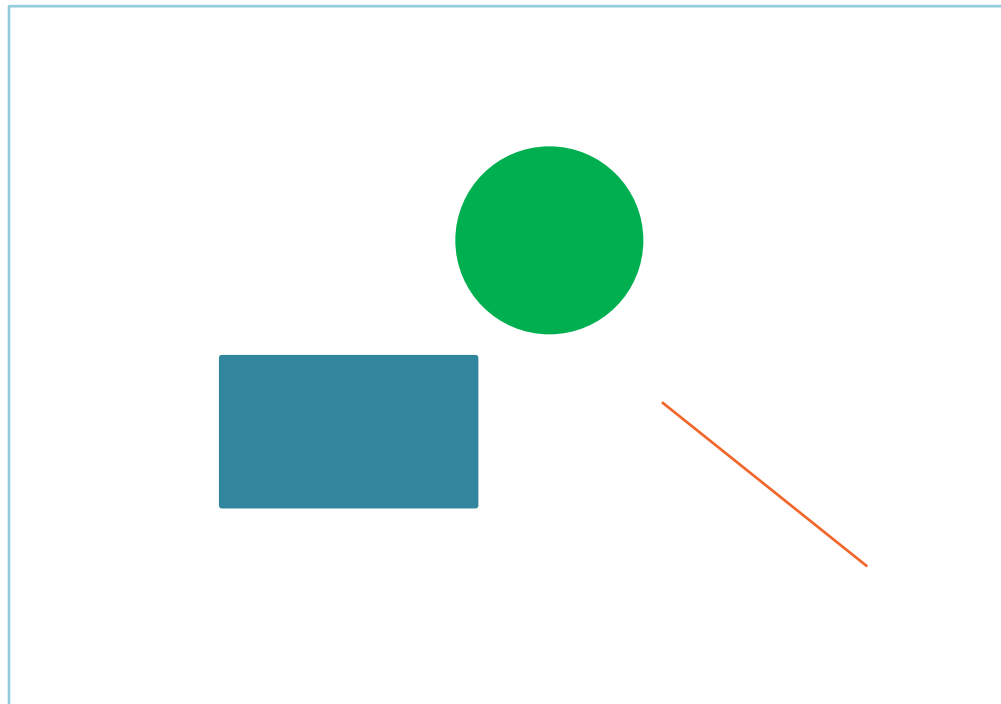
Locate Me

The goal is to get the latitude and longitude of your location and map them on google static map.



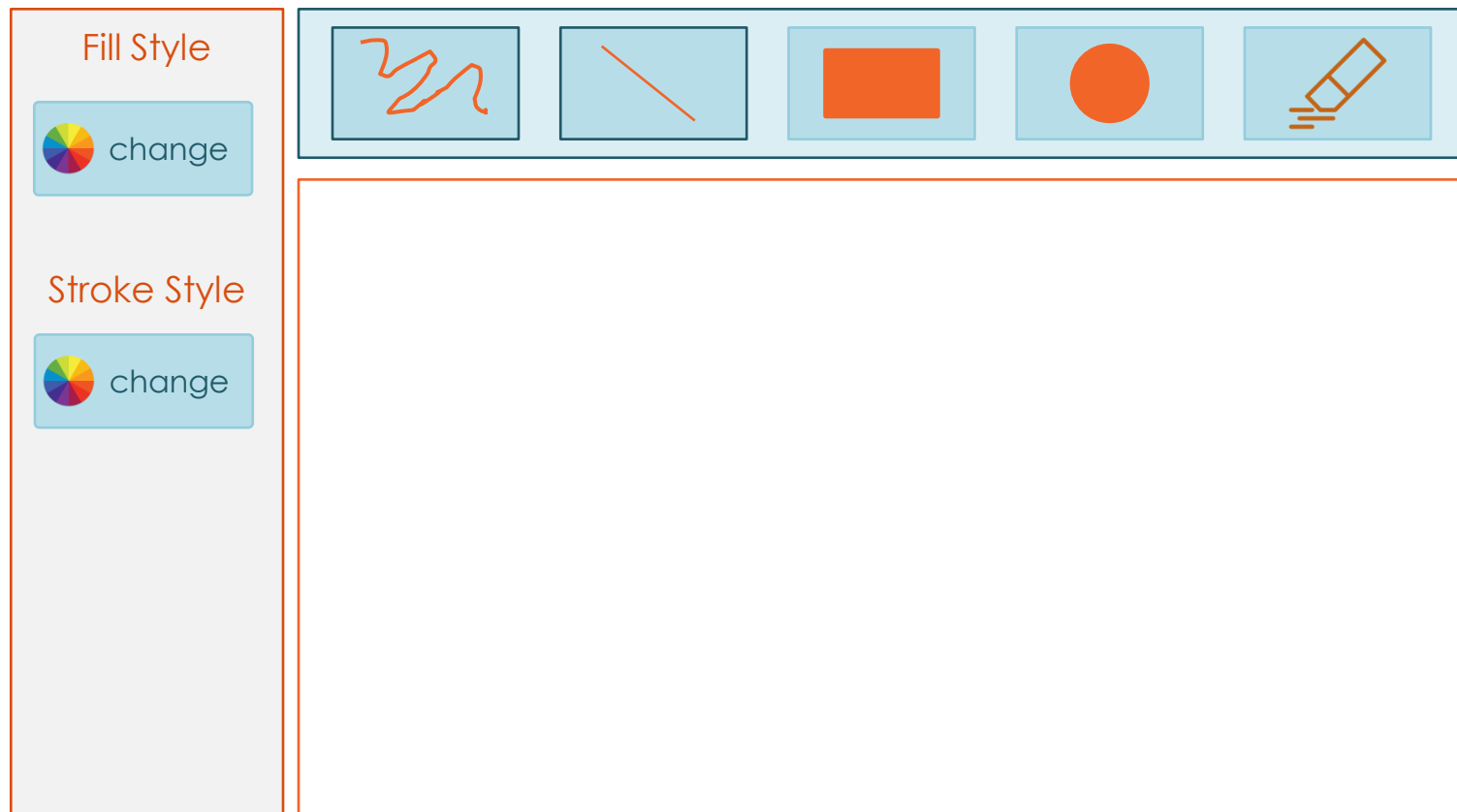
Generate Shapes

The goal is to generate a SVG shape based on the button you clicked



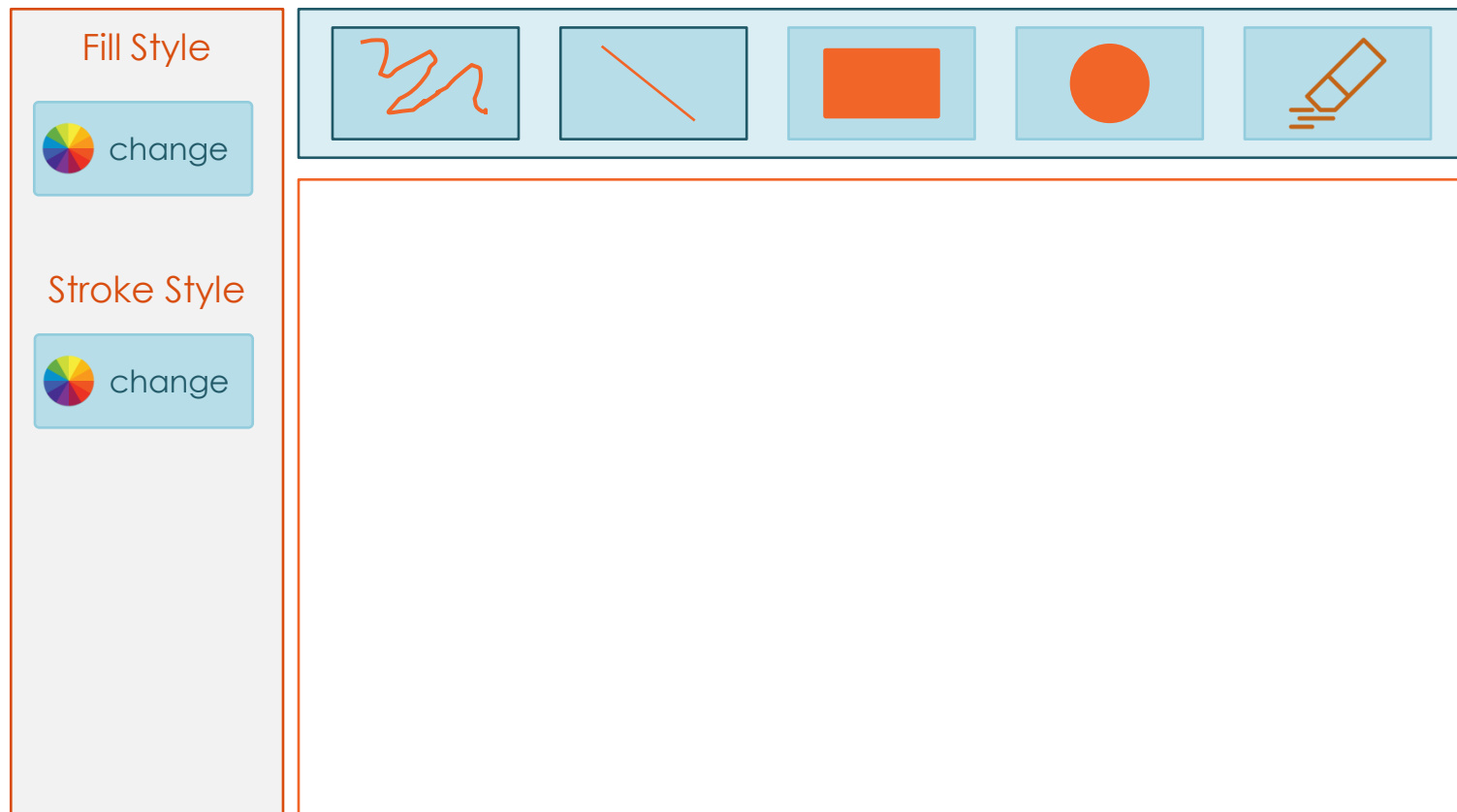
Art Board: Line & Free hand Drawing

The goal is to build an art board app like **Paint** application.

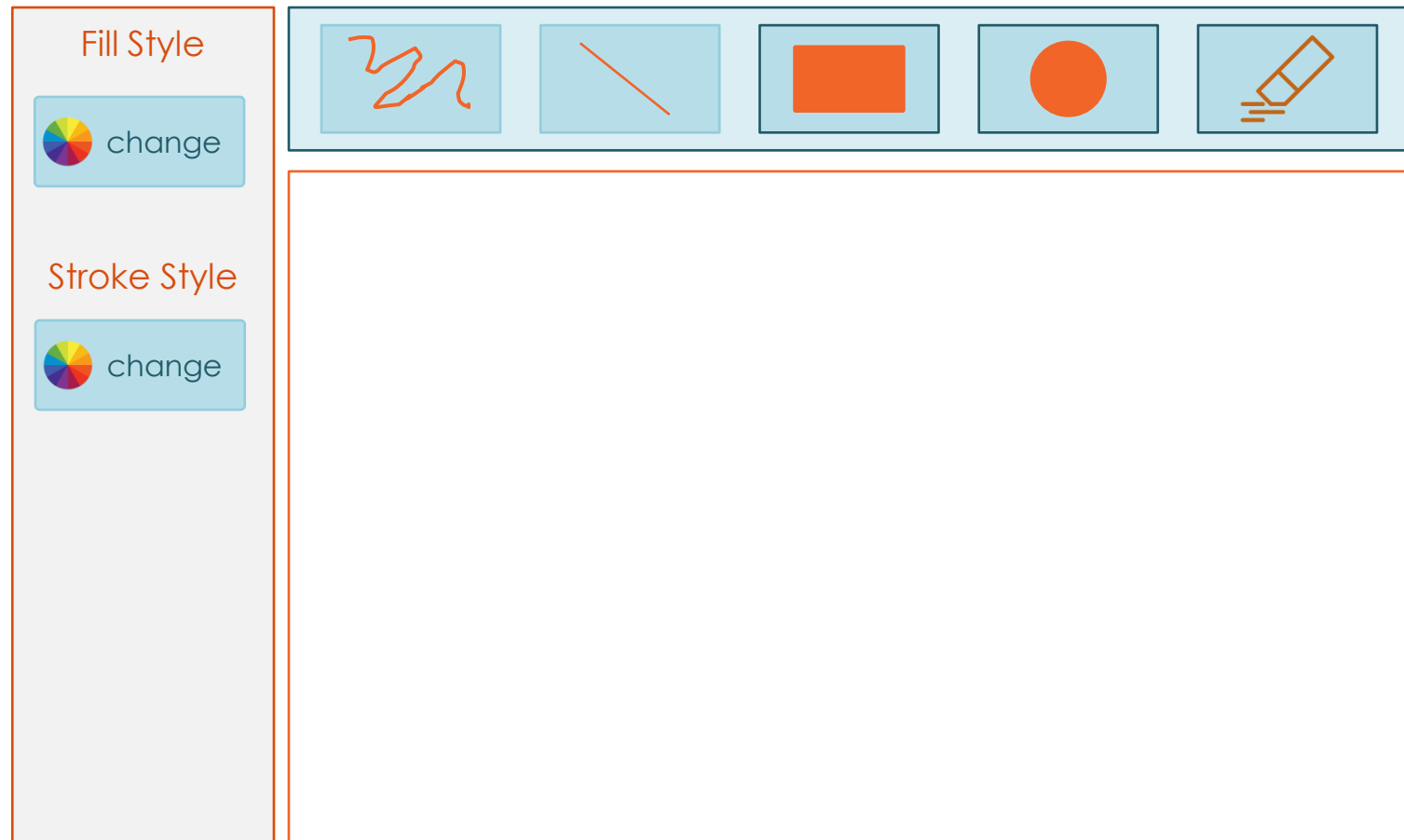


Art Board: Line & Free hand Drawing

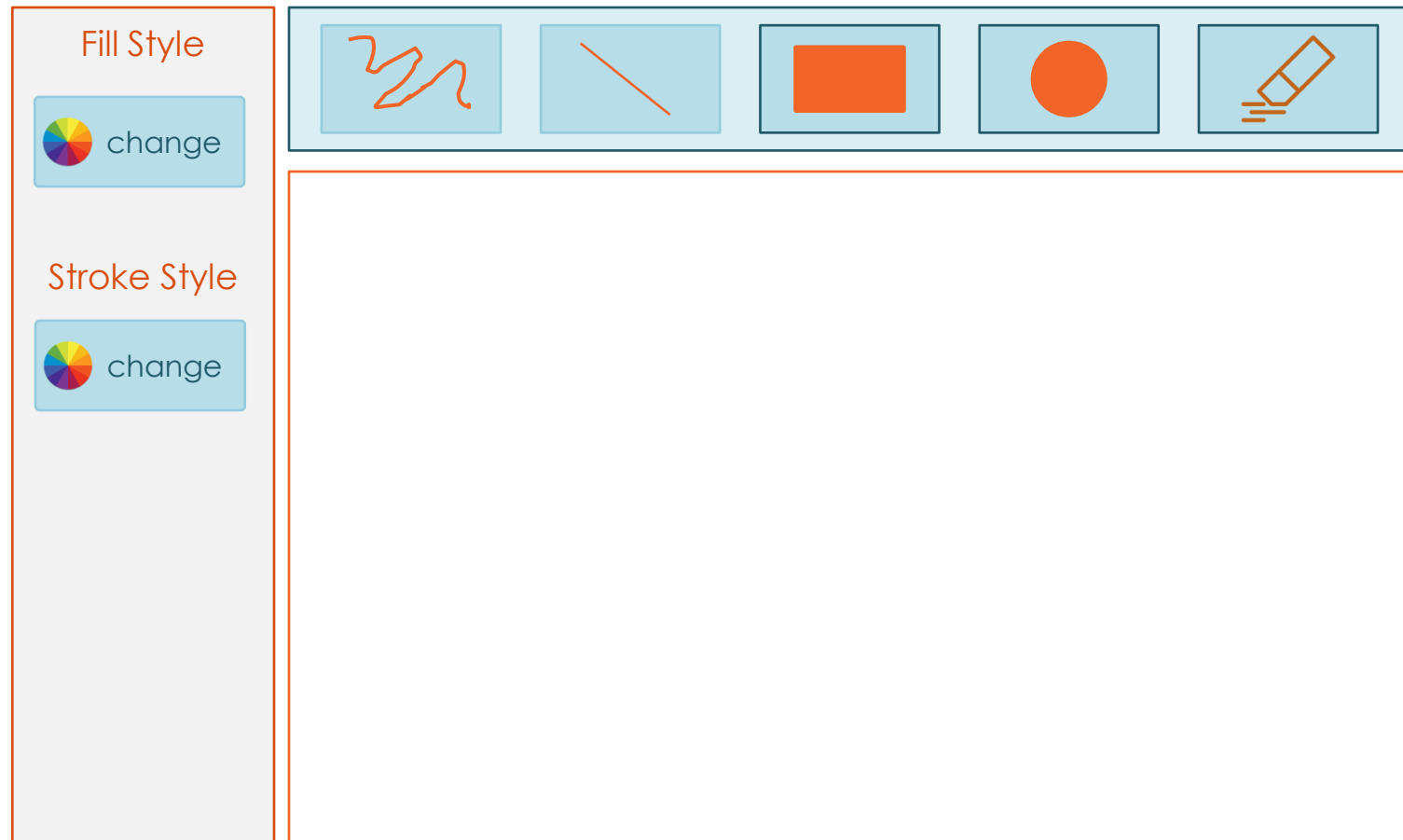
The goal is to build an art board app like **Paint** application.



Art Board: Rect , Circle & Eraser Drawing



Art Board: Dynamic Fill and Stroke Color





Flash

For the first one that who has completed the required assignments



Iron Man

For the one who has the most generic and strong code



Captain America

For the one who has the minimum syntax errors and his code is well organized



Thor

For the one who find the best and shortest way to solve the problems

Thank You