

Canvas Monster - project

Developed by

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Overview

Create paint-like application in JavaScript under following conditions:

- Using Canvas
- Animations to be created with CanvasJS

Project Features

- ★ Drawing basic shapes like:
 - ★ Lines
 - ★ Rectangles
 - ★ Circles
 - ★ Brush tool - free ride of the mouse pointer
- ★ Erase painted by “rubber” like tool
- ★ Change the size and color of the painting tool
- ★ Under development functionalities
 - ★ Save image
 - ★ Load an image
 - ★ Draw ellipse

File structure

./index.html – main html file

./styles/style.css – css styling of the html

./libraries/kinetic-v5.1.0.min.js – KineticJS library

./scripts/draw.js – JS code responsible for drawing

./scripts/animation.js – animated advertisement

./Documentation/docs

Code structure

window.onload

draw.js

- › var definition
- › **Attach - mousedown, mousemove and mouseup event listeners**
 - › **ev_canvas()**
 - › **changeDrawingTool()**
 - › **isToolSelected()**
 - › **changeAppearanceOfButton()**
 - › **deselectAllTools()**
 - › **deselectAllButtons()**
 - › **changeColor()**
 - › **changeWidth()**
 - › **clearCanvas()**
 - › **img_update()**

kinetic.js

animation.js

- › **createLogoAnimation()**
 - › **initializeCanvas()**
 - › **telerikLogo()**
 - › **telerikText()**
 - › **text()**
 - › **point()**
 - › **animation()**

Preview

Canvas Monster

Painting area

Animated
Add

Animated
Add

TOOL BOX

Brush

Line

Rectangle

Circle

Rubber

Clear

Image

Save

Change color:



Change width:



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Preview

Canvas Monster



Source can be found at:

<https://github.com/CookieMonsterTelerikTeam/Canvas-Monster.git>

Thank you for your attention!