**Pen Size**

**Description:** Allows the user to change the pen size by moving a slider.

**How it works:** When the user moves the slider a variable the penSizeValue variable is updated to match and that variable is used when drawing.

**How to use it:** Move the slider to adjust the size of the pen and then draw on the canvas.

**Use:** To draw smaller and larger shapes on the canvas.

**Pen Color**

**Description:** Allows the user to change the pen color with a color selector.

**How it works:** When the user opens the color selector and selects a color the penColorValue variable is updated to match and that variable is used when drawing.

**How to use it:** Open the color selector, select a color, and then draw on the canvas.

**Use:** To draw different colored shapes on the canvas.

**Pen Shape**

**Description:** Allows the user to change the pen shape from a list of options.

**How it works:** When the user selects a shape the penShapeValue variable is updated to match and that variable is used when drawing.

**How to use it:** Select a shape and then draw on the canvas.

**Use:** To draw different shapes on the canvas.

**Clear Canvas Button**

**Description:** Allows the user to clear the canvas by clicking a button.

**How it works:** When the user clicks the button a clearRect is drawn to cover the entire canvas.

**How to use it:** Click the button and then draw something new on the canvas.

**Use:** To clear the canvas and allow the user to draw something new.

**Resize the Canvas**

**Description:** Allows the user to change the width and height of the canvas by entering values.

**How it works:** When the user enters valid width and height values the canvas size is changed to match.

**How to use it:** Enter valid values (any integer greater than zero) and then draw on the resized canvas.

**Use:** To resize the canvas so the user can have more or less space.

**Reset Options to Default Button**

**Description:** Allows the user to reset all options to their default values by clicking a button.

**How it works:** When the user clicks the button all inputs and their respective variables are reset to their default values.

**How to use it:** Click the button and start drawing with the default options.

**Use:** To allow the user to go back to the default options.

**Suggestions and/or Notes**

We enjoyed learning more about the HTML canvas as well implementing the additional features.