

## INSTRUCTIONS:

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### Goal of the Project:

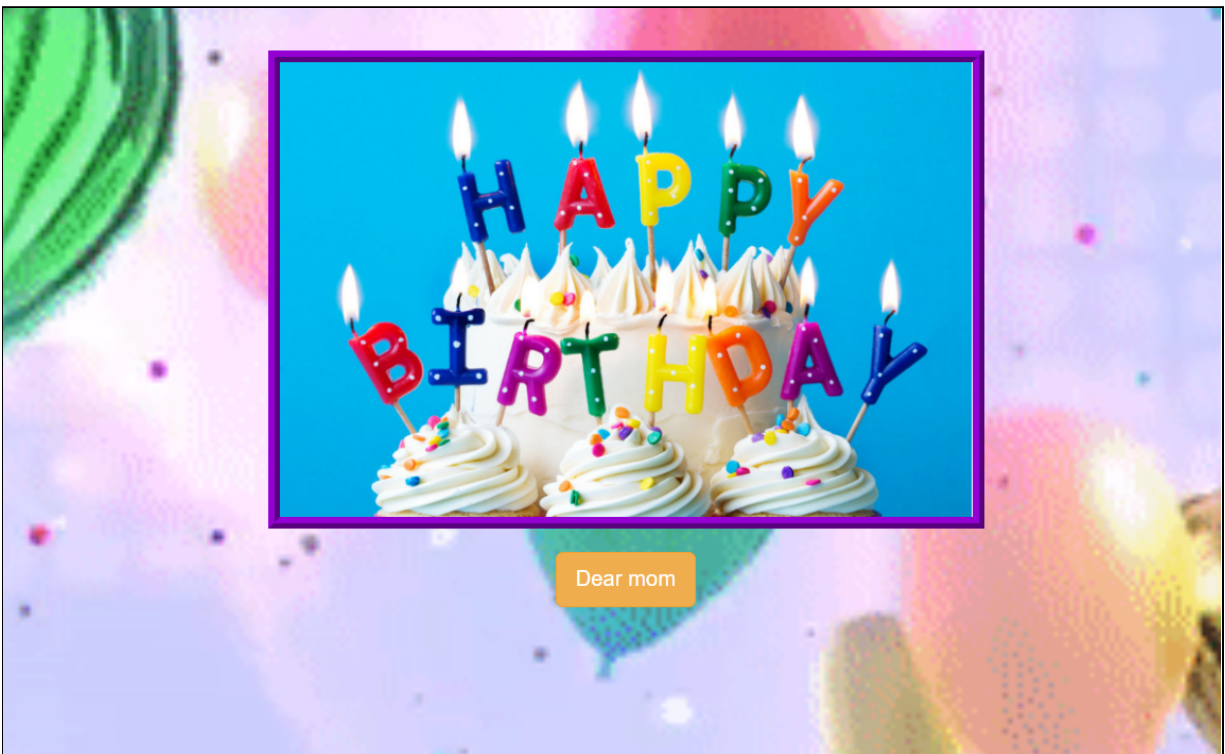
In Class 86, you learned about the **fabric.js** library and the functions of this library that are used to add images to the canvas.

In this project, you will focus on uploading images on the canvas using **fabric.js**.

### Story:

Wish your loved ones and surprise them by designing and creating a Birthday Greeting Card, all by yourself, using your coding skills. Design a page, create a canvas element using **fabric.js**, and then upload the birthday card image on the canvas and play music when the button is clicked.

\*Click [here](#) to see the output video.



**\*This is just for your reference. We expect you to apply your own creativity to the project.**

### Getting Started:

1. Click on the [Project Template](#).
2. **Unzip** the downloaded zipped **Project Template** folder.
3. Rename the unzipped folder as **Project 86**.
4. **Import** this folder into **VS Code**.
5. Start making changes.

### Specific Tasks to Complete the Project:

1. Create a canvas element in the **index.html** file.

```
<canvas width="600" height="400" id="myCanvas">
</canvas>
```

2. Design a canvas.

```
#myCanvas
{
    border-width:10px;
    background-color: white;
    border-style:ridge;
    border-color:darkviolet;
}
```

3. Define a 'new\_image()' function to add an image on the canvas.

```
function new_image()
{
    fabric.Image.fromURL('BirthdayImage.jpg', function(Img) {
    block_image_object = Img;

    block_image_object.scaleToWidth(700);
    block_image_object.scaleToHeight(510);
    block_image_object.set({
    top:0,
    left:0|
    });
    canvas.add(block_image_object);
    });
}
```

4. Create a bootstrap button in the **index.html** file and mention the greeting text on it. For example, "Dear mom".

```
<button class="btn btn-warning btn-lg"
onclick="playSound()"> Dear mom</button>
```

5. Define a '**playSound()**' function in the **main.js** file to play music when the button is clicked.

```
function playSound(){
    x.play();
}
```

### Submitting the Project:

1. **SAVE** all the changes made to the project.
2. Click "**Go-Live**" to check if it is working.
3. To host your code as a website, follow the instructions given in [this document](#).
4. Once you have hosted the website, copy the **GitHub** link and submit it in the **Student Dashboard > Projects** panel against the correct Class Number.

**Hints:**

1. Call this function inside the **<body>** tag.

```
<body class="body_backgorund" onload="new_image()">
```

2. Use a function of **fabric.js** for uploading an image on the canvas.

```
fabric.Image.fromURL(get_image, function(Img) {
```

3. Set the x and y coordinates of the image on the canvas.

```
block_image_object.set({  
  top:0,  
  left:0  
});
```

4. Now, add this image to the canvas.

```
canvas.add(block_image_object);
```

**REMEMBER...** Try your best, that's more important than being correct.

After submitting your project, the teacher will give you feedback on your project work.

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