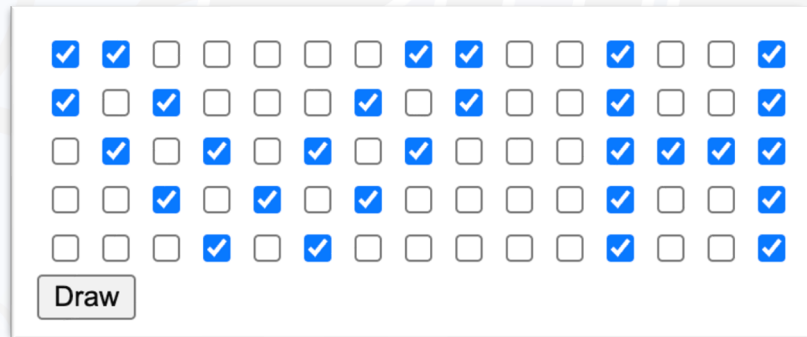# Assignment 1: Billboard

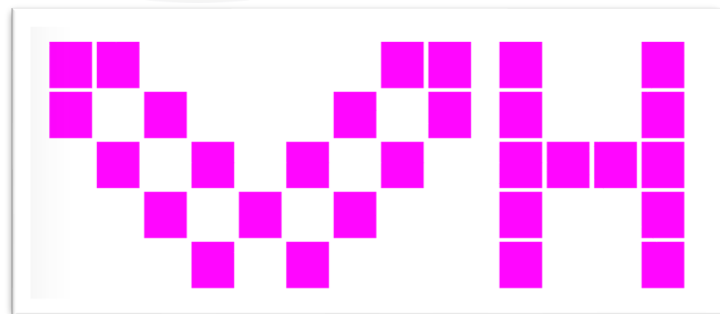We want to simulate a billboard constructed of N x M pixels (N and M are GET parameters). To do this, we start by creating a matrix with N rows, each containing M checkboxes. The user begins marking the points to be illuminated by checking the corresponding checkbox on the screen. The figure below shows an example of marking for a billboard with 5x15 points.
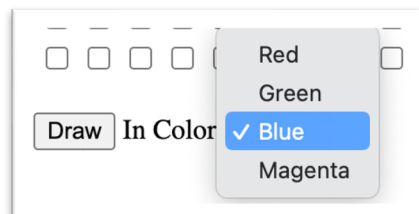

Once the marking is complete, the user clicks on the 'Draw' button to generate a web page containing colored square points based on the previous marking (the figure below corresponds to the marking of the previous figure). To draw a square point use html attribute style="background:your_color;" and fill each cell with 4 HTML spaces.
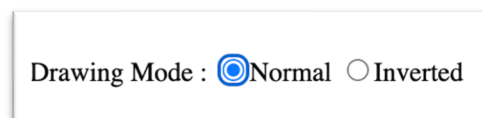

Add to the marking screen a new feature to select the color for billboard pixels, from the list {Red, Green, Blue, Magenta} (see below).

Finally, add to the marking screen a 'radio' type option to choose between normal drawing mode or inverted mode (where the complement of selected pixels is colored).