**Setup and Instruction**

**URL to test the project**

<http://projects.cse.tamu.edu/jr1/Script/main/>

**Setup – Instructions for installation and running of the project**

When you link to the web-page, the link is below, you can see the User Control Section that you can type number of rows and columns. There are three buttons which are below:

* Create : create a table with user input numbers
* Reset : Clear out user’s drawing
* Debug : Goes to Debugging Mode( has alerts and console logs)

The table has a minimum number as 1 and maximum number as 100. If you put the number not between 1 to 100, It alerts errors “Invalid input.” When you type right number of rows and columns, you can see the whiteboard on the page. The color options bar is on the top. We built 17 colors already. Now you are ready to set to draw. click any point of whiteboard. The color is changed. When you drag the cursor, the table will be colored. Also, when you click the colored cell, you can clear the color from the cell.

On debug mode, User can see the alert pages. First of all, when user input the row and column numbers, it alerts the size of the canvas. If you put the wrong inputs, it alerts invalid input. When you click the reset button, it alerts the canvas is cleaned and the new canvas of size. Also, Main button goes to the main page of the program.

**JavaScript API – Description of each function you created in your code**

|  |  |
| --- | --- |
| modePage () | Redirects the user to the mode they choose |
| currentTime () | Used for debugging prints on console the time of the action done |
| selectColor (event) | Selects the color pallet changed the previous to current chosen, highlights what is chosen |
| colorInClick (event) | Event is for when the user clicks each box |
| colorInDrag (event) | Event is made for when user wants to click and drag to color instead of just clicking each box |
| create () | Creates the table by the given col and rows checks for the bound and lets user know if size is invalid |
| reset () | Resets grid |
| user (action) | Used in debug mode for resetting grid with prompts and also has the options for same color changes |
| reload () | Be used to let the user not refresh on accident or leave the page on accident |