Task # 13:

Create a Name Drawing Application Using Canvas in HTML and JavaScript

Description: In this task, you are required to develop a simple application that takes input from the user, including their name, font style selection from a dropdown menu, and color selection using an input type color picker. Subsequently, the application will use HTML canvas to draw the user's name based on the provided preferences.

Below are the key features and requirements for your project:

1. **Input Collection**: Implement a form that collects the following inputs from the user:
   - Name: Allow the user to enter their name.
   - Font Style Selection: Provide a dropdown menu with at least five different font styles for the user to choose from.
   - Color Selection: Utilize an input type color picker to allow the user to select the color for their name.
2. **Canvas Drawing**: Upon submission of the form, utilize HTML canvas and JavaScript to draw the user's name based on the provided inputs. Ensure the following:
   - The name should be drawn on the canvas using the selected font style and color.
   - Provide sufficient padding and spacing to make the drawing visually appealing.
   - Center the drawing horizontally and vertically within the canvas.
3. **User Interface**: Design a clean and intuitive user interface for the application, including clear labels and input elements.
4. **Validation**: Implement basic validation to ensure that the user enters their name and selects a font style and color before submitting the form.

Your task is to design and implement the above features in a coherent and functional manner using HTML, CSS, and JavaScript.