

Task Session (3)

Paint Task - Adding Yellow and Beige Colors

Objective: Students will expand a paint/drawing app by adding new colors.

Instructions:

1. Create the Interface:

- Add color buttons or a Color Picker widget.
- Introduce new buttons for Yellow and Beige colors.
- Ensure each button changes the drawing color when selected.

2. Coding the Colors:

- In the Blocks section, set up logic for each new color. When the user clicks a color button, change the drawing tool's color.

3. Clear Button:

- Add a Clear button to reset the canvas.
- Use the Canvas component for drawing and ensure the clear button erases all drawings.

4. Testing:

- Test each color button to ensure it works.
- Draw different shapes and lines using Yellow and Beige to verify.

5. Components: ACADEMY FOR SCIENCE AND TECHNOLOGY

- 1 Canvas (for drawing)
- 2 Buttons (Yellow, Beige)
- 1 Button (Clear canvas)