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Computer Graphics I

Report for Program 3

So far in this class, this has been the simplest of the last three assignments to do despite my lacking knowledge in both html and JavaScript. For starters, the most taxing part of the assignment was setting up the handlers for Translation, Rotation and Scaling. This is because while they are very easy operations to understand on a surface level (i.e you are just changing the position of pixels and not the shape itself.) But recognizing how the mouse behaves from a coding perspective was a pain to figure out. After setting up the canvas and the handlers for the operations, the rest was very repetitive. Designating a function for each shape with the different choices of operation effecting what would happen next. Implementing a list for both shapes and transformations proved to be quite helpful as well since if all shapes were undergoing the same transformations which would look quite unprofessional. I would say that I prefer this assignment over the last two simply because event handlers and the canvas really make these programs look and operate much smoother. It did take me a second to wrap my head around the assignment conceptually but eventually I had completed it. Below is what the program looks like when it's running with all the implemented shapes and transformations.

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