

[SE2202] Mini-Project 1

Task 1

Create a pallet function that returns either a function that draws a rectangle or a function that draws a triangle based on the value of a parameter.

Calling the returned function draws the corresponding shape after an offset of a displacement that was determined when the pallet function was called.

Task 2

Use the functions implemented in Task1 to:

- Create a binding name assigned to a function that draws a **rectangle** after a 10-points displacement.
 - Use that binding name to draw 2 rectangles with different dimensions
- Create a binding name assigned to a function that draws a **rectangle** after a 20-points displacement.
 - Use that binding name to draw 2 **rectangles** with different dimensions
- Create a binding name assigned to a function that draws a **triangle** after a 10-points displacement.
 - Use that binding name to draw 2 **triangles** with different heights
- Create a binding name assigned to a function that draws a **triangle** after a 20-points displacement.
 - Use that binding name to draw 2 **triangles** with different heights

Submission Instructions

- Submit your JS file to the group assignment on OWL.
- Late submission will be acceptable for up to 3 days late with 10% deduction for each day.

Regarding the group work

- Even though you are working on a group, you expected to understand all the code implemented in the project, so the group work if meant for collaboration and discussion.
- If a group reported any of their members to be uncommunicative or not participating, that member will be removed from the group and will not receive the mark for the submission.