**Basic Drawing Tasks (1–5):**

1. **Draw Basic Shapes:**
   * Draw a rectangle, circle, and a straight line. Experiment with different fillStyle and strokeStyle.
2. **Gradient Practice:**
   * Create a rectangle with a linear gradient. Change the gradient direction.
3. **Radial Gradient Circle:**
   * Create a circle with a radial gradient (e.g., transitioning from blue to transparent).
4. **Custom Lines:**
   * Draw multiple lines with varying colors, widths, and dashed styles using lineWidth and setLineDash.
5. **Clear Canvas:**
   * Draw shapes and use clearRect() to remove a portion of the canvas.

**Intermediate Drawing Tasks (6–10):**

1. **Custom Text:**
   * Draw text on the canvas and style it with different fonts, colors, and alignments.
2. **Text with Gradient:**
   * Create text filled with a linear or radial gradient.
3. **Pattern Fill:**
   * Create a rectangle filled with a repeating image pattern using createPattern().
4. **Canvas Clipping:**
   * Use ctx.clip() to create a custom clipping area and draw within it.
5. **Rotated Shapes:**
   * Draw a rectangle or triangle and rotate it using ctx.rotate().

**Animation Basics (11–15):**

1. **Moving Rectangle:**
   * Create an animated rectangle that moves horizontally and resets when it leaves the canvas.
2. **Bouncing Ball:**
   * Animate a ball that bounces off the canvas edges.
3. **Pulsing Circle:**
   * Create a circle that grows and shrinks repeatedly.
4. **Rotating Line:**
   * Draw a line that rotates around a fixed point.
5. **Color Changing Shape:**
   * Create a rectangle that gradually transitions between colors.

**Interactive Tasks (16–20):**

1. **Mouse-Follow Circle:**
   * Draw a circle that follows the mouse pointer on the canvas.
2. **Click to Draw:**
   * Draw a rectangle or circle at the position where the user clicks on the canvas.
3. **Drag to Draw:**
   * Allow users to click and drag to draw custom rectangles.
4. **Keyboard-Controlled Object:**
   * Move a square across the canvas using arrow keys.
5. **Interactive Eraser:**
   * Create a tool that erases parts of the canvas as the user drags the mouse.

**Advanced Animation Tasks (21–25):**

1. **Multiple Moving Shapes:**
   * Animate several shapes moving in different directions and speeds.
2. **Collision Detection:**
   * Create two moving circles and detect when they collide.
3. **Fireworks Animation:**
   * Simulate a fireworks effect with expanding circles and fading trails.
4. **Dynamic Background:**
   * Create a canvas with a gradient background that changes colors over time.
5. **Simple Game (Paddle and Ball):**
   * Create a basic game where the player controls a paddle to bounce a ball and prevent it from falling.