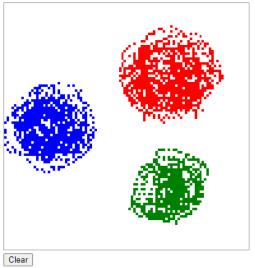
Exercise 9

- 1. Please revise Fig. 13.3 (you can use "ex-9-1-original.html" directly) to allow users to draw by dragging (按著不放進行拖曳) the mouse: (Moving the mouse only cannot draw)
 - Hold Ctrl and drag the mouse to draw blue.
 - Hold Shift and drag the mouse to draw red.
 - Hold Alt and drag the mouse to draw green.
 - Drag the mouse only to draw white (to be an eraser).

Besides, please add a "Clear" button that can clear the canvas.



Hold Ctrl and drag the mouse to draw blue. Hold Shift and drag the mouse to draw red. Hold Alt and drag the mouse to draw green. Drag the mouse only to draw white (an eraser)

After pressing the "Clear button":



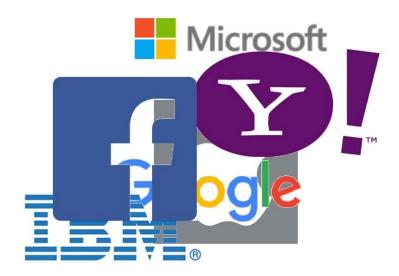
Hold Ctrl and drag the mouse to draw blue. Hold Shift and drag the mouse to draw red. Hold Alt and drag the mouse to draw green. Drag the mouse only to draw white (an eraser)

Hints:

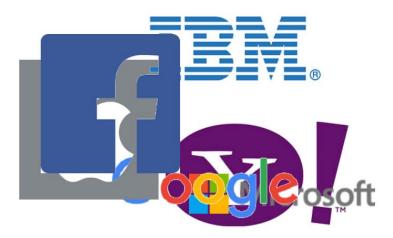
- You may use the events "mousedown" and "mouseup" and properties "altKey":
- https://www.w3schools.com/jsref/obj mouseevent.asp
- For the "clear canvas" function, you may remove all elements inside the *body* and create the canvas again.

- 2. Please develop a logo show page based on "ex-9-2-partial.html":
 - Show icons of six famous IT companies ("microsoft", "google", "yahoo", "facebook", "ibm", and "apple") in random orders and random coordinates (both X and Y should be larger than 100px and smaller than 400px).
 - Shuffle these icons in random orders and random coordinates every 2 seconds (每 2 秒刷新畫面一次).

Initial view:



After two seconds:



Hints:

- The image file names can be stored in an array.
- Please set the "absolute" position (top and left) for all pictures.
- Please update the page periodically by using "setInterval()".