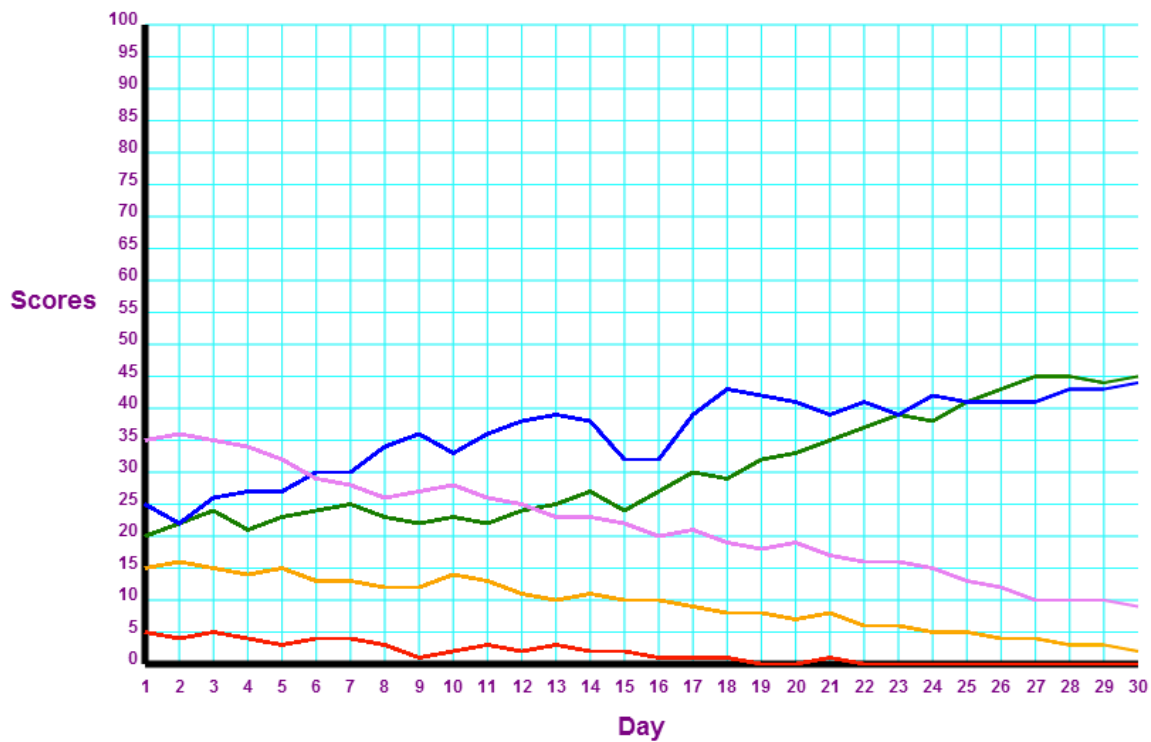


Hello JavaScript Lab

Congratulations! Our company's sales have been booming lately and we believe it is because of your work in improving our customer service. Way to go! In order to prove that, though, you tasked your team to gather survey results and, man, they're looking good! You decide to publish those result on our web site.

Over the next several labs we'll be building a chart to display that survey data. It may look something like this when we're finished:



In this lab we'll do some basic set up so you can get the wheels in motion to get this page set up. Oh! And to get comfortable with JavaScript while you're at it.

1. Open the SurveyResults.html starter file provided to you by your lovely and talented instructor.
2. Add three HTML buttons labeled "Summary", "Overall score", and "Trends".

```
<button id="summaryButton">Summary</button>
```

```
<button id="overallScoreButton">Overall Score</button>
```

```
<button id="trendsButton">Trends</button>
```

3. Add a canvas element to the page. Make its width 850 and its height 600. Give it an id of "resultsCanvas".

4. Note that in surveyResults.html, you're including a javascript file called surveyFunctions.js.

5. In the surveyFunctions.js file, grab the canvas's context and store it in ctx.

```
var canvas = document.getElementById("resultsCanvas");
```

```
var ctx = canvas.getContext("2d");
```

6. Paint the canvas white by drawing a big rectangle.

7. Look at the example graph above. Put the word "Scores" on the left side and the word "Day" across the bottom. Don't worry about getting them positioned exactly right. You'll have a chance to adjust them later.

8. Add a horizontal, thick black line for the X axis.
9. Do the same with a vertical line for the Y axis.
10. Bonus!! If you are finished early, grab a logo or an image and put it in the upper-right corner of the graph.

Once you can see a white background with a title, labels, and axes, you can be finished!