data-vis\canvas_design.js

```
1   //--------------------------- START NEW CODE --------------------------------------
    -//
2     // Class to add all canvas design related functions
3     class canvasDesign {
4       constructor() {
5       }
6
7       // Draw the menu bar (could be on the left, top, right...).
8       draw_menu_bar(x, y, w, h, rad, fillColor) {
9         push();
10        noStroke();
11        fill(fillColor);
12        rect(x, y, w, h, rad);
13        pop();
14      }
15
16      // Draw the canvas borders to limit the report.
17      draw_canvas_borders(x, y, rectW, rectH, borderWeight, borderColor) {
18        push();
19        noFill();
20        stroke(borderColor);
21        strokeWeight(borderWeight);
22        rect(x, y, rectW, rectH);
23        pop();
24      }
25
26      // Draw the background to limit the charts per page.
27      draw_canvas_background(x, y, w, h, c, fillColor) {
28        push();
29        noStroke();
30        fill(fillColor);
31        rect(x, y, w, h, c);
32        pop();
33      }
34
35      drawHomeScreen() {
36        // Draw user message
37        image(user_logo, menuLeft.x + menuLeft.w + 225, 380, 200, 200);
38        let welcome_message = "Welcome,"
39        let user_message = "user!"
40        let user_message2 = "Check the red menu bar on the left"
41        let user_message3 = "to start the data exploration!"
42
43        push();
44        textSize(60);
45        textAlign(LEFT, TOP);
46        textFont(robotoFontBold);
47        fill(0);
48        noStroke();
49        text(welcome_message, 750, 400);
50        textFont(robotoFont);
51        text(user_message, 990, 400);
```

```
52        textSize(30);
53        text(user_message2, 750, 470);
54        text(user_message3, 750, 510);
55        pop();
56      }
57    }
58  //----------------------------- END NEW CODE ------------------------------------------//
```