1. Finish up drawing from last time
    1. Make sure there is at least one more object on the canvas
2. Now let's set an interval in our drawings.
    1. Currently, " draw() " simply renders all of the objects at once.
    2. Let's try moving the sun, animating it
    3. Change " draw() " to "setInterval(draw,16);"
    4. Now, every time the drawing is rendered, let's change the value of x position by 4

```
    xPos = xPos + 4;
```

==> this will make the X value of the sun shape change by 4px every 16 milliseconds

3. Now, the sun is moving out of the screen indefinitely
    1. To make it come back to our screen, let's create an if-else statement

```
    if(xPos > 600) {
         xPos = -40;
    }
```

==> if x position goes out of the screen (maximum was 600), we're gonna have the position move back to -40 (a little before it hits the leftmost end of the page)

4. Go here and fork!

https://app.bsd.education/sandbox/hwny1oV5

Play around with the brush tools. See here that instead of having to enter each of the coordinates manually, we can just use the brush tools to create our own drawings.

a. Let's add the functionality to change the brush to change the color and fatness of the brush/line

b. Go to index.html. at the bottom of the code, add this line

```
Color: <input type="color"/>
```

==> creates a little color-picker icon

We want to call a function whenever that color changes to actually make our brush have that color, so we add an onchange event

```
Color: <input type="color" onchange="changeColor(this)"/>
```

c. Go to script.js to actually write this function, changeColor. This function will take in the value of the color that we picked in the color picker.

```
function changeColor(input) {
        color = input.value;
}
```

Now let’s try to change the brush’s width! This is very similar to our color picker.

a. Go to index.html

```
Size: <input type="number" value="1"  min="1" 
onchange="changeWidth(this)"/>
```

b. Then to script.js again to actually create the changeWidth function

```
function changeWidth(input) {
      width = input.value;
}
```