

Assignment #4 – JavaScript: Paint 95

In this assignment you will create a paint-like website, that will allow you to draw freely in a defined canvas. The goal is to get more comfortable with events and the DOM.



The following Assignment is based on the following subjects:

- JavaScript: Events handling, DOM Manipulation



Submitting instructions:

- You should submit this assignment by yourself
- Push the full folder hierarchy of the project to your own repository on GitHub.
Please add the following in hive:
 - A link to the repository
 - Free text - a description of the quiz. Stuff that you found hard to implement, known bugs and your review of this assignment
- Submit the solution until 2.7.17 using Hive

Understanding the task



Our basic version of Paint 95 has a canvas (sized 500px * 500px), and the ability to draw with 5 different colors (of your choosing).

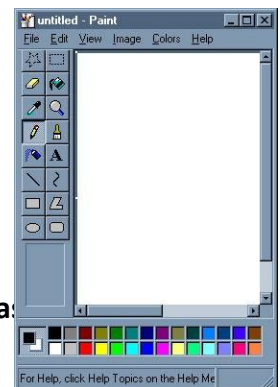
- Generate a canvas and a color pallet.
- When clicking on any point in the canvas, the color should change according to your selection (make sure you have a default color).
- Add at least 2 additional features of your own (you can use the suggested features in the geekout).

Notice: In this assignment, you must implement everything via JavaScript (no HTML code goes inside the <body> tag).

Geek out

Choose any (or all) of the features below:

- Make a dynamic canvas size (based on the user input).
- Create an eraser (can be right click)
- Create different sizes for the eraser.
- Create a pen size modifier, so that a single click can affect different sizes of the canvas.
- Create a "stamp" with different shapes, like a square, a circle and an ellipse.
- Add a "clear screen" button





Unleash the ninja within

1. Import an external color pallet, that will allow the user a full set of colors. Make sure you add a color picker.
2. Create a save/load drawing option.
3. Turn the image right/left/flip 180 degrees