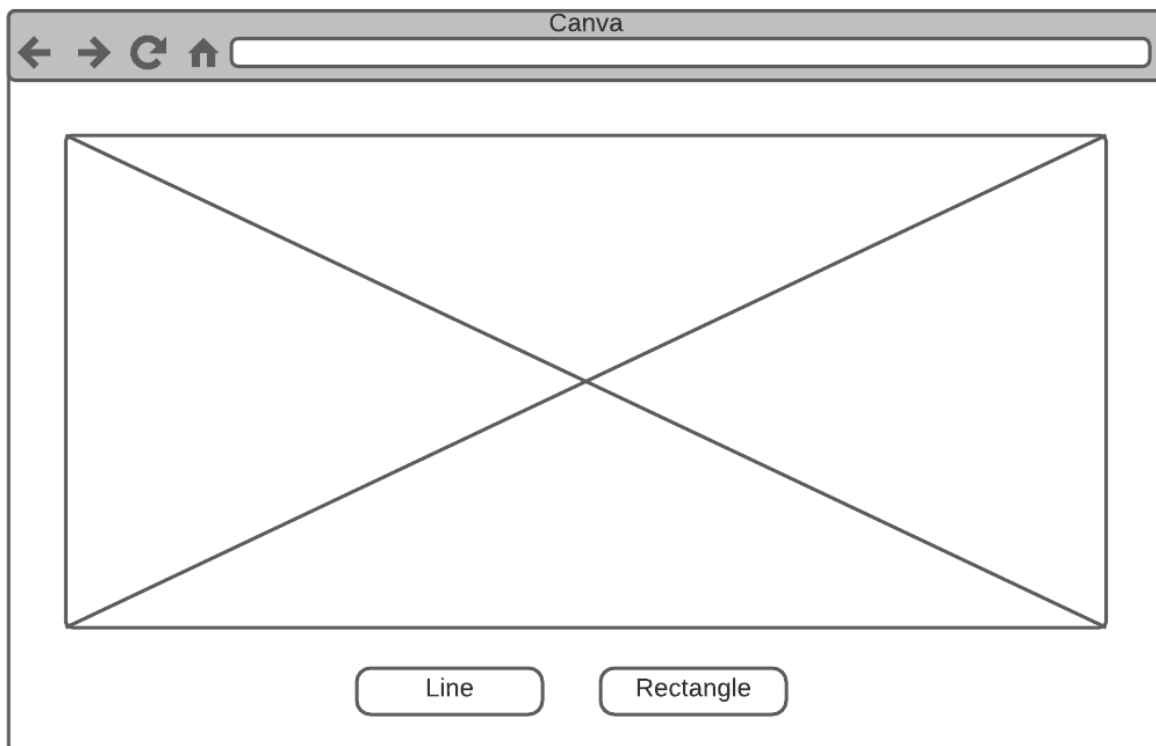# Canva

The goal of this task is to implement the following flow in an app.

1. A user opens the web app with a canvas size 800px x 600px.
2. The user can draw straight lines and rectangles on the canvas with simple mouse clicks.
3. After page refresh, all shapes are persisted.

You should:
 - Build this app with front-end ReactJs or Vue, and any Node.js framework in the back-end for the API. The API can be RESTful, GraphQL or gPRC, etc.
 - Don't have to worry about user registration, user accounts, etc.
 - Each shape should be persisted via an API call.
 - Database is not required. Restarting the API can cause losing the data.
 - Keep in mind that potentially your code needs to be maintained and extended. Means the source code should have some test coverage.
 - You can make your own assumptions of the requirements if they have not been stated above.
 - Allocate about 3 hours to do the task.

- Create a README about how to launch the app.
- Provide us with source code (can be zipped or uploaded to github/gitlab/bitbucket)

You may:
- use any HTML5 and javascript features supported by current Chrome (e.g., Promise, async/await, Canvas);
- be as creative as you like with the submission UI; however, it is not the focus of the task, a minimal UI is fine.

Have fun!