Project 1: Online Paint

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**Supported browsers:**

1. Google Chrome

2. Mozilla Firefox

3. Safari

The project solution contains the following files:

1. HTML:

index.html

2. CSS:

style.css

3. JavaScript:

SOLUTION/mainScript.js

SOLUTION/mouseOps.js

SOLUTION/userInput.js

SOLUTION/utilities.js

SOLUTION/webService.js

**Manual:**

* For the best user experience, please zoom out the browser view to 75% (if you’re using laptop), so that the entire canvas and the tool dock would be well visible
* When first time opening index.html file in your browser, sometimes the JavaScript freezes (not all files manage to load up). Quick fix is to reload the page and everything should function normally!
* When using color pallet, in order to CHOOSE the color, make sure to press SUBMIT button after selecting the desired color (submit button is small color icon in the lower right corner of the color-picker interface)
* The web app can change the border color and size of any shape. In order to do that, first draw any shape, then select the following tool:



Finally select desired color and/or desired line width and simply click on the shape you would like to update!

* In extension to changing the border color, the user is allowed to fill the circle and square with any desired color without overwriting the border color. To fill the shape use the following tool:



Once the paint bucket has been selected and the desired color has been specified, simply click on the shape that you would like to fill!

* Any shape in our software can be moved, including the uploaded images from your personal computer! To move any object use the following tool:



* In order to give the users with ultimate freedom in editing their painting, after writing some text on the canvas, the user is allowed to update their writings by using the following tool:



First write some text on the canvas. Then by using the “edit” tool the user is allowed to change the font size, font type as well as making font bald or italic.

* It is worth mentioning that the system user is allowed to upload any photo on the canvas from his/her computer for quick editing! Just make sure not to upload image higher than 1000 by 500px., otherwise the image would not fit on the canvas!
* Finally, the user is allowed to download his final painting to his computer, or save his work to our database. Furthermore, the user is allowed to continue his work by retrieving his template from our database

**Known bugs:**

1. Website sometimes freezes when is launched for the first time, simply refresh the website once and everything should be ok! We are guessing that we have so many files plugged in head of index.html file.
2. Cant save uploaded image (from the computer) to the database (but the user is of course allowed to save the drawing/template)
3. The textbox does not have autofocus. Therefore when writing some text on the canvas and you decide to not write anything, simply focus manually on the textbox and press enter