

```
1: /*jslint
2:   white : true
3: */
4: /*global
5:   prompt, alert
6: */
7: var canvas = document.getElementById("drawingSurface");
8: var ctx = canvas.getContext("2d");
9: /*****
10:
11: Start asking for input
12:
13: *****/
14:
15: //ask for shape and convert to lower case
16: var shape = prompt("Is the body round, square, or triangular?");
17: shape = shape.toLowerCase();
18: //If it's not an expected value
19: //force shape to round
20: if (shape !== "round" || shape !== "square" || shape !== "triangular") {
21:
22:   alert("Invalid input! Assuming a round body");
23:   shape = 'round';
24: }
25:
26: //Ask for mood and convert to lowercase
27: var mood = prompt("Is it happy or sad?");
28: mood = mood.toLowerCase();
29: //If it's not an expected mood
30: //force mood to happy
31: if (mood !== "happy" || mood !== "sad") {
32:   alert("Invalid input! Assuming a happy mood");
33:   mood = 'happy';
34: }
35:
36: //Example converting to a boolean
37: var feet = prompt("Does it have rocket feet!");
38: var rocketFeet = true;
39: feet = feet.toLowerCase();
40:
41: if (feet === "yes") {
42:   rocketFeet = true;
43: } else if (feet === "no") {
44:   rocketFeet = false;
45: } else {
46:   alert("Invalid feet option, assuming yes!");
47: }
48:
```

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49: /*****
50:
51: Start Drawing
52:
53: *****/
54:
55: ctx.save();
56: var size = 100;
57: ctx.translate(100, 150);
58: ctx.fillStyle = "red";
59: //feet
60: ctx.fillRect(-(size / 2 - 20), 25, 10, 35);
61: ctx.fillRect((size / 2 - 30), 25, 10, 35);
62: if (rocketFeet) {
63:   ctx.fillStyle = "yellow";
64:   ctx.beginPath();
65:   ctx.arc(-(size / 2 - 20) + 5, 60, 5, 0, Math.PI);
66:   ctx.fill();
67:   ctx.beginPath();
68:   ctx.arc(size / 2 - 30 + 5, 60, 5, 0, Math.PI);
69:   ctx.fill();
70: }
71:
72: //arms
73: ctx.fillStyle = "blue";
74: ctx.fillRect(-60, -20, 120, 10);
75:
76: ctx.fillStyle = "gray";
77: //draw body
78:
79:
80:
81: if (shape === "round") {
82:   ctx.beginPath();
83:   ctx.arc(0, 0, size / 2, 0, 2 * Math.PI);
84:   ctx.fill();
85:   ctx.stroke();
86: } else if (shape === "square") {
87:   ctx.save();
88:   ctx.fillRect(-size / 2, -size / 2, size, size);
89:   ctx.restore();
90:
91: } else if (shape === 'triangular') {
92:   ctx.save();
93:   var r = size / 2;
94:   ctx.beginPath();
95:   ctx.lineTo(0, -r);
96:   ctx.rotate(2 * Math.PI / 3);

```

```
97:   ctx.lineTo(0, -r);
98:   ctx.rotate(2 * Math.PI / 3);
99:   ctx.lineTo(0, -r);
100:  ctx.rotate(2 * Math.PI / 3);
101:  ctx.lineTo(0, -r);
102:  ctx.fill();
103:  ctx.stroke();
104:  ctx.restore();
105: }
106:
107: //head
108: ctx.beginPath();
109: ctx.arc(0, -size / 2 - 25, 25, 0, 2 * Math.PI);
110: ctx.stroke();
111:
112: //Face
113: //eyes
114: ctx.fillRect(-7.5, -80, 5, 5);
115: ctx.fillRect(2.5, -80, 5, 5);
116:
117: //Draw mouth
118: if (mood === "happy") {
119:   ctx.beginPath();
120:   ctx.strokeStyle = "red";
121:   ctx.arc(0, -size / 2 - 27, 15, 0, Math.PI);
122:   ctx.stroke();
123: } else {
124:   ctx.beginPath();
125:   ctx.strokeStyle = "red";
126:   ctx.arc(0, -size / 2 - 5, 15, Math.PI, 2 * Math.PI);
127:   ctx.stroke();
128: }
```