

CPSC-1045: Lab 3 - Canvas

References

This lab will use information from [Chapter 16: Drawing on Canvas](#) and the lecture notes on Canvas.

Other references include:

Web:

https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API

Video:

<http://www.lynda.com/Visual-Studio-Express-tutorials/Understanding-HTML5-Canvas/114892/123233-4.html>

Introduction

In this lab you will practice drawing on Canvas. You will practice using translate, rotate and other canvas related commands.

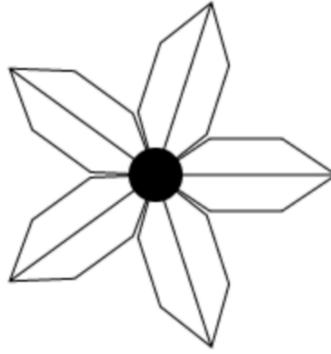
Instructions:

Create a webpage that contains 3 canvases on the same HTML file, **lab3.html**. Using JavaScript create the following drawings. Name your JavaScript files **lab3.js**.

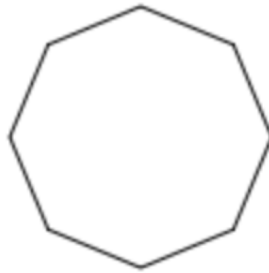
On the first canvas draw the following:



Making use of the rotate command to help with the circular symmetry, draw the following shape in the center of the second canvas.



In the center of the third Canvas draw an octagon. Use the rotate command to help with the positioning of the points.



Submissions:

- Lab 3 is graded in Lab on Monday
- Zip your **lab3.js** and **lab3.html** files into a single zip file and upload to dropbox. This is used for file comparison purposes only and not for grading.
- Have your files ready for grading in lab on Monday Jan 25, 2016.