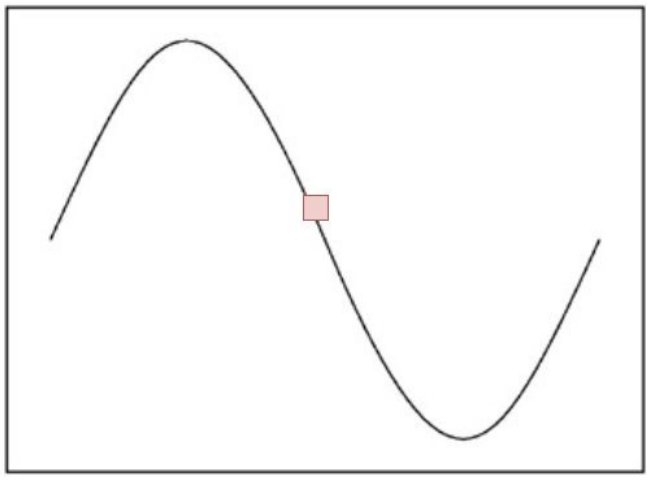
To submit this assignment use your Github repository and follow the following instructions:

1. Create a new directory in the root folder and call it Assignments - if you don't already have it-
2. Inside Assignments create a new directory call it Assignment03
3. You will need 3 files inside Assignment03 since this assignment has only 3 questions, you should call each file by its questions number for example question 2 will be called question2.html, and for questions that are not a coding question you are allowed to use text file format only **questionx.txt**
4. When you finish answering all your question you can add all files, commit and push to Github
5. On CANVAS you need to submit the link to your repository before the due date
6. Make sure to check your work on GitHub before submitting to CANVAS
7. Don't commit anything to GitHub after the assignment due date

Question 1:
Draw a point at the origin of the canvas the point should translate to the two corners of the canvas using the sine or cosine function, you should update the position of this point every second.
Use-case: the point start at (0,0), the point will pick a direction of translation (either left or right), the point will also pick an interval of movement per second for example 0.05 units, once the point hit the end of the canvas it should reverse the translation to the other side when it hit the end of the other side to should reverse the direction of transformation, animation should continue until the user close the rendering window, you should not worry about the browser tab being active or inactive.



Question 2:
Draw a circle that moves in a random direction, in x and y direction it should NOT go outside of the canvas, in the Z-direction it should translate between 0 and negative value under a condition that this circle should be always visible, your animation should be updated every second,