CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0129

This initial assignment is meant to get you into a development groove with 2D `canvas` graphics.

Outcomes

This assignment will affect your proficiency measures for outcomes *1a* and *4a–4f*.

Not for Submission

If you have not already done so in a previous course, acquire a private GitHub repository. Although technically "not for submission," it is a prerequisite for doing everything else *so there's no escape!*

Free Private GitHub Repository for Students

Acquire a GitHub account then connect to *https://github.com/edu* and request for a student account. This activity is listed first in the assignment because you might need to wait a few days for the GitHub folks to process it—so make your request as soon as possible.

Once you have gotten an account:

* Create a private repository called *cmsi371*

* Add my GitHub account, *dondi*, as a collaborator for that private repository

Git Software Setup

Install *git* on the computer(s) where you will be doing work for this course. There are many ways to install the software, so no single set of instructions can be provided. This GitHub help page can get you going:

> *https://help.github.com/articles/set-up-git*

If you get stuck, ask me.

Sample Code Bazaar (optional)

If you like (and for additional `git` practice), fork *https://github.com/dondi/bazaar* and clone it to your computer. Having a fork will allow you to play freely with the sample code; you can always reclone or revert any changes if you mess things up.

For Submission

Fun with `canvas`

Get your hands dirty with `canvas`—do at least two (2) `canvas` pictures each from exercises 25 to 28 of Chapter 9 in the JavaScript textbook, for a total of eight (8) programs. Do all of your work under version control, pushing to your GitHub repository as needed. We say "at least" because, really, the more you do, the better you'll get, and we don't want to artificially limit your practice time.

To keep things standard, commit your work under *homework/canvas-basics* as separate HTML and JavaScript files named after the chosen exercise (e.g., *25a.html* and *25a.js*, *26c.html* and *26c.js*, etc.). Yes, this means that you'll have a lot of HTML files that look the same, but you can always fancy those up if you like, with titles and descriptions.

Note that for many of the exercises, standard control structures like loops and conditionals may be of help. We are assuming that you can figure these out in JavaScript on your own, but if you're really stuck feel free to ask.

Feel free to pick and choose whatever `canvas` capabilities are available to you. The MDN `canvas` website is most certainly your friend here.

Finally, remember that "committing" doesn't just mean "submitting," but progressively saving what you do so that you can recover prior code as needed! And, don't forget those commit messages!