

## Assignment 18 : p5.js III

In this assignment, you will capture video from your webcam and display it both outside and inside your canvas. In addition, you will create a button which when pressed, it will draw what is currently in the video to the canvas, creating an image. This image should be replaced with a new one every time the user presses the button.

### Task 1:

Create video capture and a button

- The text of the button should be “take pics”
- When user presses the button should call a function which will hold the current video pixels

### Task 2:

Create the function which will get video pixels

- Store the pixels in a variable

### Task 3:

Display the video inside the canvas. When the user presses the mouse the video should be replaced with an image.

- The image should be replaced with a new one each time the user presses the button

[Watch](#) the video about the expected outcome of your project

1. Open your Visual Studio editor and the `p5yourName/module10` folder.
2. Open the file `ex1023.js` in your editor and save it as `assignment18yourName.js` in the same folder
3. Open the file `ex1023.html` in your editor and save it as `assignment18yourName.html` in the same folder

4. In the `assignment18yourName.html` file, update the link to `assignment18yourName.js` from `exersice812.js`
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Modify the `assignment18yourName.js` file to answer the assignment.

**To submit your work, submit the `assignment18yourName.html` and `assignment18yourName.js` files.**