My paint application is very simple. You can paint with either a circle or a square, three different brush sizes, and choose among the several colors or pick your own color with the color pallet. You can also erase, clear, and save a drawing and load it later. Lastly the user can adjust the dimensions of the canvas.

The most challenging aspect of this assignment was the drawing functionality. I was able to get my application to draw relatively easily, but the difficulty was in getting the browser to stop drawing on the upclick of the mouse. Once I solved that I was able to implement the others features without much difficulty.

The only bugs I believe is the ability to draw on a mobile device. I used a media query to get the application to be responsive, but I don’t think the user has the ability to draw by touching the screen.

I thought this was a challenging assignment that forced me to use functionality in JavaScript that I hadn’t used before. It was challenging, frustrating and fun all wrapped in one.

Thanks,

Aaron Gilman