JS 3 Exercises

Oct 4th

# Exercise 1 (Fetch)

Go back to you’re your website and think of a useful way you can integrate one or more of the public 3rd party APIs (<https://github.com/public-apis/public-apis>). Integrate the API in your website using the fetch() method.

# Exercise 2 (Canvas 2D)

In a previous exercise, you’ve added a form allowing people to add interact with your website. We want to allow them now to be able to submit a signature along with the form submission as an image. Use canvas to implement this feature to your website.

# Exercise 3 (Canvas 3D -Three.js)

Make an interactive screen saver that generates 3D geometrical shapes using a mathematical equation. Show this screen when the user of your website does not make any interaction for more than 1 minute. The screen save should cover the whole browser screen and all content.

# Alt: Exercise (Combined Exercise)(This exercise is an alternative of two of the above either 1&2 or 1&3)

Make a rich visualization of an API of interest using either Canvas 3D or Three.js. You will first choose an informational API (news, stock, weather, sports, tweets, etc). Call this API each 10 seconds or so and visualize the information that you get from the API in a 2D or 3D canvas.