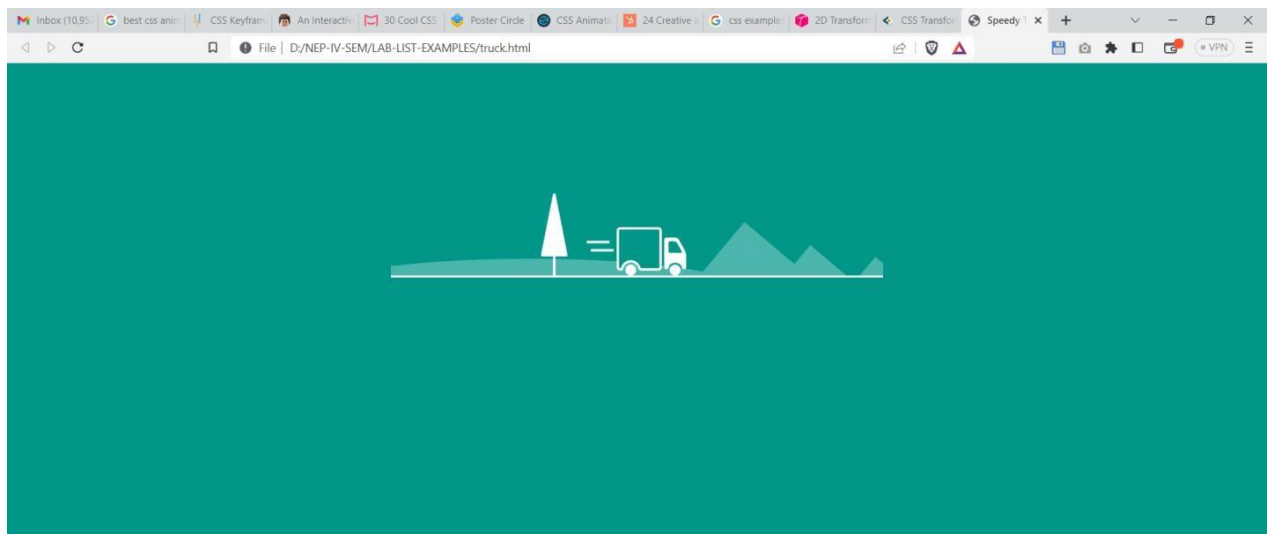

B5)Create a web page using HTML5/CSS3 to animate a truck movement. While truckmoves on mountains and trees should move in the back ground. Output screen shot:



Background hills must be created using CSS only and for tree, truck and wheelsdownload the images from the following URLs.

<https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/tree.svg>

<https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/truck.svg>

<https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/wheels.svg>

Animation must be implemented using ONLY CSS and Java script should not be used.

main.html

```
<html>
<head></head>
<body>
  <link rel="stylesheet" href="style.css">
  <div class="loop-wrapper">
    <div class="mountain"></div>
    <div class="hill"></div>
    <div class="tree"></div>
    <div class="rock"></div>
    <div class="truck"></div>
    <div class="wheels"></div>
  </div>
</body>
</html>
```

style.css

```
body
{
  background: #009688;
}

.loop-wrapper {
  margin: 0 auto;
  position: relative;
  display: block;
  width: 600px;
  height: 350px;
  overflow: hidden;
  border-bottom: 3px solid white;
}

.mountain {
  position: absolute;
  right: -900px;
  bottom: -20px;
  box-shadow:

    0 0 0 50px #4DB6AC,
    60px 50px 0 70px #4DB6AC,
    90px 90px 0 50px #4DB6AC;
    250px 250px 0 50px #4DB6AC,
    290px 320px 0 50px #4DB6AC,
    320px 400px 0 50px #4DB6AC;

  transform: rotate(130deg);
  animation: mtn 20s linear infinite;
}

.hill{
  position: absolute;
  bottom: -50px;
  width: 400px;
  height: 20px;
  border-radius: 50%;
  box-shadow:
    0 0 0 50px #4DB6AC,
    320px 0 0 50px #4DB6AC,
    620px 0 0 50px #4DB6AC;
  animation: hill 4s 2s linear infinite;
}

.tree,.tree:nth-child(2) {
  position: absolute;
  height: 100px;
  width: 35px;
  bottom: 0;
  background: url(https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/tree.svg) no-repeat;
}
```

```

.truck, .wheels {
  transition: all ease;
  width: 85px;
  bottom: 0px;
  right: 50%;
  position: absolute;
}

.truck {
  background: url(https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/truck.svg) no-repeat;
  height: 60px;
}

.truck:before {
  content: " ";
  position: absolute;
  width: 25px;
  box-shadow:
    -30px 28px 0 1.5px #fff,
    -35px 18px 0 1.5px #fff;
}

.wheels {
  background: url(https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/wheels.svg) no-repeat;
  height: 15px;
  margin-bottom: 0;
}

.tree { animation: tree 3s 0.000s linear infinite; }
.tree:nth-child(2) { animation: tree2 2s 0.150s linear infinite; }
.rock { animation: rock 4s -0.530s linear infinite; }
.truck { animation: truck 4s 0.080s ease infinite; }
.wheels { animation: truck 4s 0.001s ease infinite; }
.truck:before { animation: wind 1.5s 0.000s ease infinite; }

@keyframes tree {
  0% { transform: translate(1350px); }
  50% {}
  100% { transform: translate(-50px); }
}

@keyframes tree2 {
  0% { transform: translate(650px); }
  50% {}
  100% { transform: translate(-50px); }
}

@keyframes truck {
  0% {}
  6% { transform: translateY(0px); }
  7% { transform: translateY(-6px); }
}

```

```

9% { transform: translateY(0px); }
10% { transform: translateY(-1px); }
11% { transform: translateY(0px); }
100% { }
}

```

```

@keyframes wind {
0% { }
50% { transform: translateY(3px) }
100% { }
}

```

```

@keyframes mtn {
100% {
transform: translateX(-2000px) rotate(130deg);
}
}

```

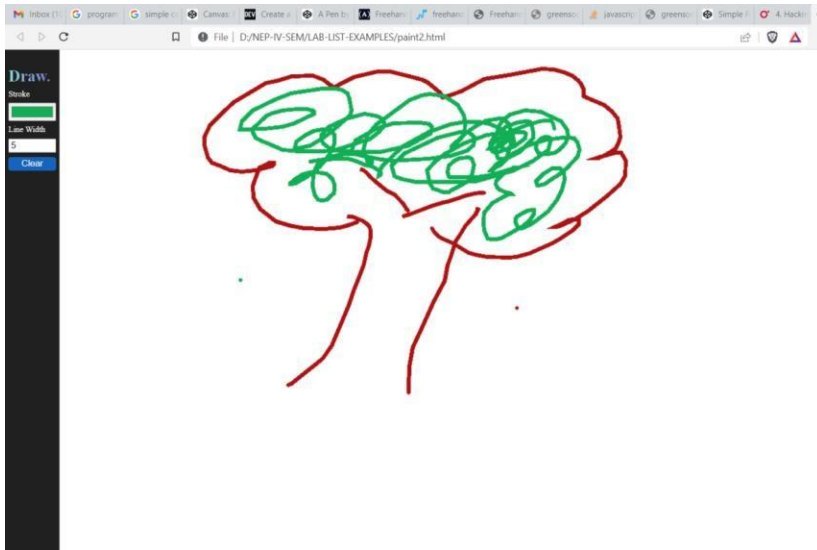
```

@keyframes hill{
100% {
transform: translateX(-2000px);
}
}

```



B6) Create a simple paint app which draws lines based on the selected colour (chosen using color input) with selected thickness (chosen using number input) and there must be CLEAR button to clear the canvas. Sample screen shot:



```
<!DOCTYPE html>
<html>
<head>

<title>Simple Paint App</title>
<style>

    canvas {
        position:fixed;
        background:white;
        border:2px solid #000;
        width:50%px;
        height:50%px;
        top:-1px;
        left:110px;
    }
    #controls {
        position:absolue;
        background:black;
        color:white;
        width:100px;
        height:100%;
        top:100px;
        left:0px;
    }
    h1
    {
        color:lightblue;
    }
    button
    {
        background-color: #1565c0;
        color:white;
        padding: 10px;
```

```

    }
  </style>
</head>
<body>
  <div id="controls">

<h1>Draw</h1><br>
    <label for="color">Stroke Color:</label><br><br>
    <input type="color" id="color"><br><br>
    <label for="thickness">Line width:</label><br><br>
    <input type="number" id="thickness" min="1" max="10" value="2"><br><br>
    <button onclick="clearCanvas()">Clear</button><br>
  </div>

  <canvas id="canvas" width="800" height="600"></canvas>

  <script>
    const canvas = document.getElementById('canvas');
    const ctx = canvas.getContext('2d');
    let painting = false;

    canvas.addEventListener('mousedown', startPosition);
    canvas.addEventListener('mouseup', endPosition);
    canvas.addEventListener('mousemove', draw);

    function startPosition(event) {
      painting = true;
      draw(event);
    }

    function endPosition() {
      painting = false;
      ctx.beginPath();
    }

    function draw(event) {
      if (!painting) return;

      ctx.lineWidth = document.getElementById('thickness').value;
      ctx.lineCap = 'round';
      ctx.strokeStyle = document.getElementById('color').value;

      ctx.lineTo(event.clientX - canvas.offsetLeft, event.clientY - canvas.offsetTop);
      ctx.stroke();
      ctx.beginPath();
      ctx.moveTo(event.clientX - canvas.offsetLeft, event.clientY - canvas.offsetTop);
    }

    function clearCanvas() {
      ctx.clearRect(0, 0, canvas.width, canvas.height);
    }
  </script>
</body>

```

</html>

