Exercise 2:
1. Explain the utility, functionality and the usage of CSS-preprocessors.

Css preprocessor makes delevopers able to write reduced code, increases flexibility also prevents reuse of code.
  In addition, it implements concepts like inheritence to plain css.

Exercise 3:
1. a. What is a canvas element and what is its purpose?

It is an html5 element that acts as a container to draw graphics(such as lines, boxes, circles etc.) with javascript.

b. How to embed canvas into an HTML page? How does the coordinate system look like?

Canvas tag can be written into the body tag. It is a two-dimensional grid. Coordinates start from the upper-left corner of the canvas. For example "context.fillRect(80, 60, 10, 20);" means go to the position that is 80 pixels right and 60 pixels below of the upper-left corner(0,0), and draw a 10x20 pixels rectangle.

c. How do you draw with it? What functions can be used for this purpose?

```
// Access the canvas element
var canvas = document.getElementById("myCanvas");

// Create a Drawing Object
var ctx = canvas.getContext("2d");

// Draw on the Canvas
ctx.fillStyle = "#FF0000";
ctx.fillRect(0,0,150,75);
```

d. How can text and images be embedded?

It can be done by using fillText, strokeText and drawImage functions.

Examples:

```
var canvas = document.getElementById("myCanvas");
var ctx = canvas.getContext("2d");
ctx.font = "30px Arial";
ctx.fillText("Hello World",10,50);
```

```
window.onload = function() {
    var canvas = document.getElementById("myCanvas");
    var ctx = canvas.getContext("2d");
    var img = document.getElementById("scream");
    ctx.drawImage(img, 10, 10);
};
```