The Drawing App

Overview of the project

The Drawing App is a single-page front-end web application that the user can draw shapes by clicking and dragging the mouse on the drawing canvas to make shapes.

Useability

This drawing app is a simple tool that allows users to create drawings on a web page. It uses the HTML <canvas> element and the Canvas API to draw shapes, lines, and text. The app has a simple interface that allows users to start drawing right away.

Technologies Used

- HTML: The <canvas> element is used to create a drawing surface.
- CSS: CSS is used to style the drawing app's interface.
- JavaScript: JavaScript is used to interact with the Canvas API and draw shapes and lines.
- Canvas API: The Canvas API provides methods for drawing shapes and lines on the <canvas> element.
- Google Fonts: The name of the app which is written below the canvas and also the number of size of the pen on the page has a text style of font-family: "Kablammo" which is taken from the following website: https://fonts.google.com
- Fontawesome: The icons for the buttons used in the project (+ , - and x) are implemented within a the html file using i tags which their usage are explained inside the fontawesome website: https://fontawesome.com

Architecture and Infrastructure

The drawing app is a single-page application (SPA). This means that the entire app is loaded into the browser's memory when the user opens the page.

Deployment on the Web

The drawing app can be deployed on any web server that supports JavaScript and the Canvas API.

To deploy the app, you will need to:

1. Upload the app's files to your web server.
2. Configure your web server to serve the app's files.
3. Test the app to make sure it works properly.

Major Components

The following are some of the major components of the drawing app:

- The <canvas> element: This element is used to create a drawing surface.
- The Canvas API: This API provides methods for drawing shapes and lines on the <canvas> element.
- The JavaScript module: This module contains the code that runs the drawing app.
- The app's interface: This interface allows users to interact with the drawing app.

Conclusion

This drawing app is a simple tool that allows users to create drawings on a web page. It is easy to use and can be deployed on any web server that supports JavaScript and the Canvas API.

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