**Task 1 HTML5 35 MARKS**

**Instructions**

1. Use file moving\_crab.html. Please defined style according to the picture. Using HTML5, write a function(moveCrab) to move ***crab*** with changing the value of “2” pixels for y- direction and value 2 for x- direction. Assign the function (moveCrab) the button to make the ***crab*** start move, when Start button is clicked. The timer for the event should trigger every 30 milliseconds.

(10 marks)

1. Using HTML5, add code to
   1. move horizontally, when ***crab*** come to left = 150px,then it should change direction.
   2. Move vertically up to top=150px, then it should change direction.
   3. move horizontally up ***crab*** come to left = 450px it should stop.

Please see trajectory on the graph below.

(15 marks)

**finish**

150px

**c**

500px

150px

**b**

**a**

**start**

150px

500px

1. Add sounds (crab.mp3 -file). Using HTML5, write a code to add to function play sounds, add this function call to the moveCrab function.

(10 marks)

