

Principles of Web Development

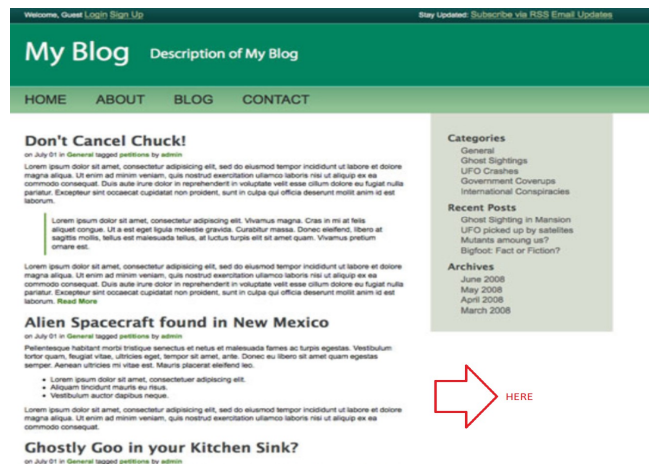
Mini Assignment 5

Due: October 22, 2018 at 23:55 on myCourses

In this mini assignment, you will be modifying the HTML page you created for Mini 4 using Java Script and Canvas. It does not matter whether you completed Mini 4 fully to answer Mini 5.

Please do the following:

Add a second button to the menu bar beside the Colour button, call it Pictures. Add:



an HTML5 Canvas area that is the same width as the side bar at the location marked by the red arrow (the red arrow and the word HERE are not part of the final product). Make the height the same as the width. The Pictures button calls a function called TriStateButton(). A tri-state button is a regular button except that when pressed it performs one of three different actions. The first time the button is pressed, it displays a stick figure house (square with triangle) on the canvas. The second time the button is pressed a sun is added (circle with 7 rays/lines). The third press of the button clears the canvas back to white. Pressing the button a fourth time cycles the tri-state displaying the house once again, etc.

To do this properly, when adding the sun to the canvas, do not redraw the house. Just add the sun to the canvas without redrawing the house.

FOR THE GLORY

Make the rays of the sun move (shine!).

WHAT TO HAND IN (ZIP all the files)

- A single HTML page with the JavaScript embedded into the HTML file. You may divide this into multiple files (HTML, CSS and JS)
- A README stating which browser you used.

HOW IT WILL BE GRADED

- 20 points: proportionally graded.
 - +2 – Canvas positioned as directed
 - +2 – Canvas correct size
 - +2 – Button beside Colour button
 - +2 – Existence of StrStateButton() function
 - +4 – Draw image 1
 - +4 – Draw image 2
 - +2 – Clear screen
 - +2 – Does not clear the screen to draw the next element