Assignment 2: Drawing canvas

Due Date: June 21ST , 2023 at 11:55pm
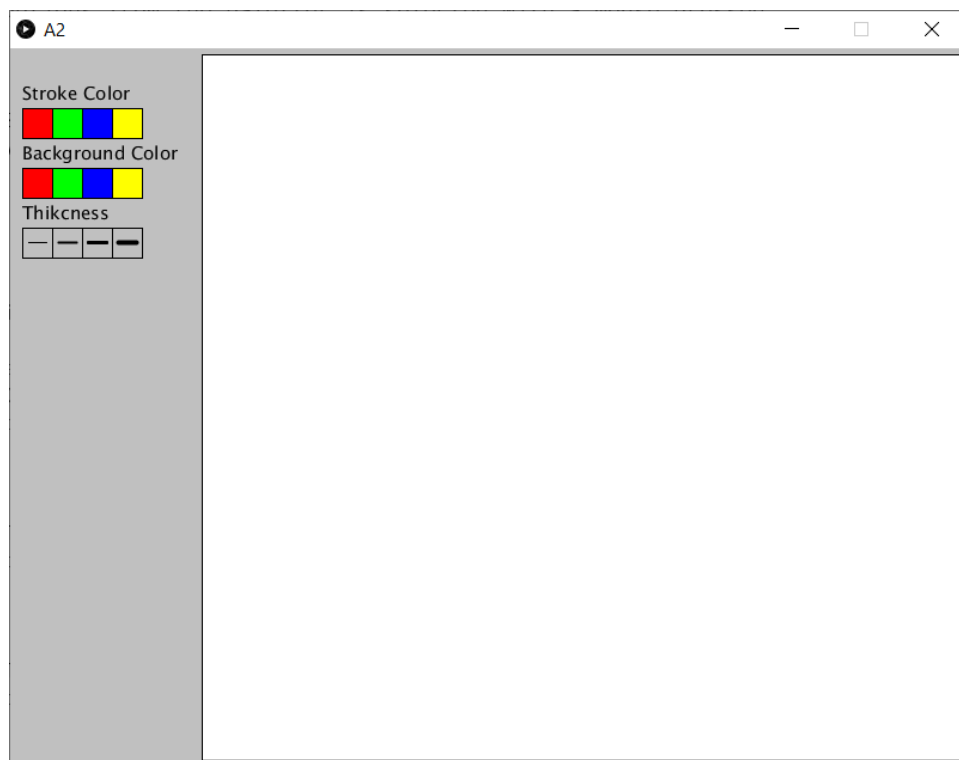
Notes:

- Name your sketches using your name, the assignment number, and the question number, *exactly* as in this example: `LastnameFirstnameA1Q1`.
- Your program for each question must run upon download to receive any marks.
- Submit one PDE file for each question.
- Assignments must follow the programming standards document published on the course website on Moodle.
- These assignments are your chance to learn the material for the exams. *Code your assignments independently*. We review and compare all submitted assignments to each other, and pursue academic dishonestly vigorously.
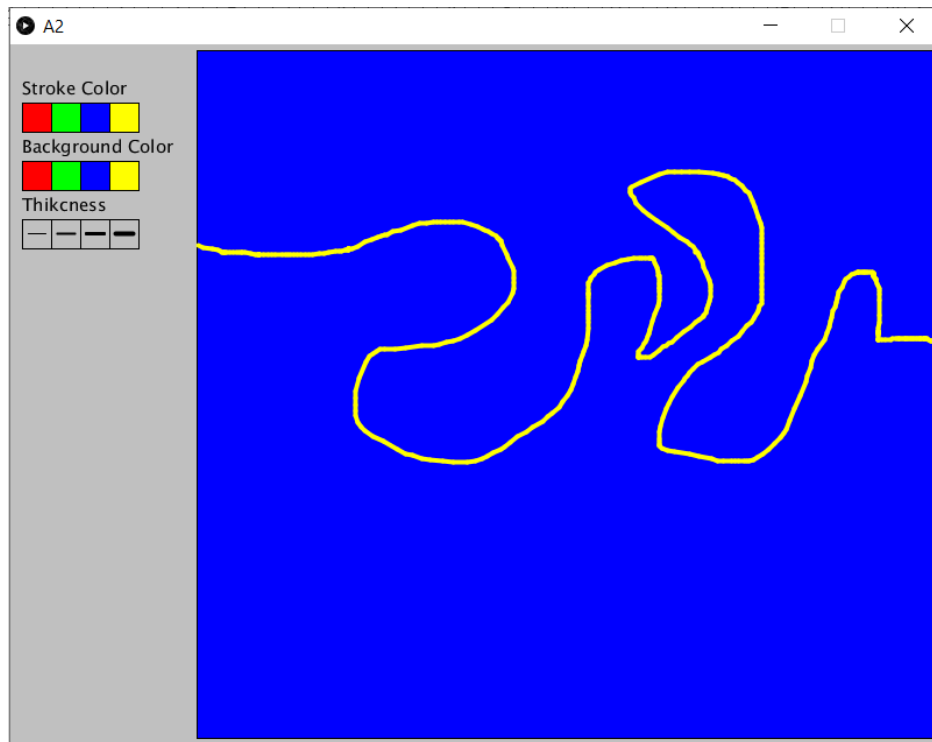
In this assignment, you have to build a canvas and a palette for pen drawing. The canvas should be a part of the main processing canvas and the palette should be aside of that.

In side the palette, user should be able to change the colour of drawing, colour of background and the thickness of the line that they was to use in pen drawing.

When the program starts, user should be able to see the figure below:

After that, when the user move the mouse pointer on the canvas, it should draw lines on the canvas without pressing any key. Also, the code should be able to draw only when the mouse pointer is in the white area. When the mouse pointer enters to the gray area, it should stop drawing and select the colour or line thickness based on the square that the user clicks on. For example, in figure below, the line colour yellow was selected on the blue background and the maximum thickness.

Assignment 2 Marking Guide

Rubric of each section:

- Getting drawing working at all (6)
- Have a separated area for drawing (3)
- Have functional options for line colour selection (2)
- Have functional options for background colour selection (2)
- Have functional options for line thickness selection (2)

Grade: /15