

# Assignment for Manual Tester Role

## Instructions:

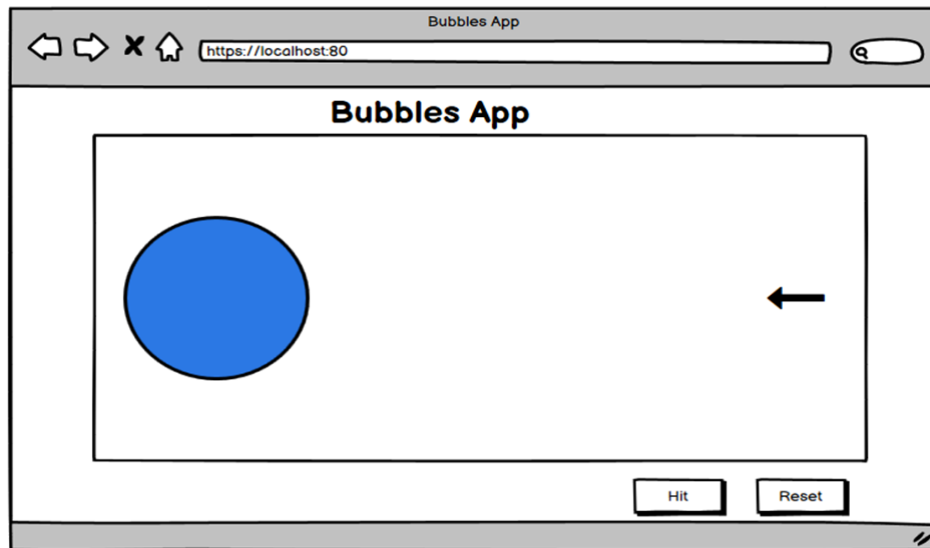
App should be written using **Plain JavaScript & HTML** - no third-party libraries like **KineticJS** or **jQuery** should be used.

## Note:

**Module 1** and **Module 2** should be implemented in the same application and not in two different files.

## Module 1:

1. Create a Simple Application using **HTML5 Canvas Element**. Draw a circle to the left side of the canvas & fill it with random color.
2. Draw an arrow corresponding to the circle to the right side of the canvas.
3. **The circle & the arrow should be drawn on a single canvas element.**



## Module 2:

1. Add a Hit button. When you click on the Hit button, the arrow should start moving towards the circle & hit it.
2. Color of the circle should change once the arrow hits it.
3. Add a reset button that resets the application to its initial state.

