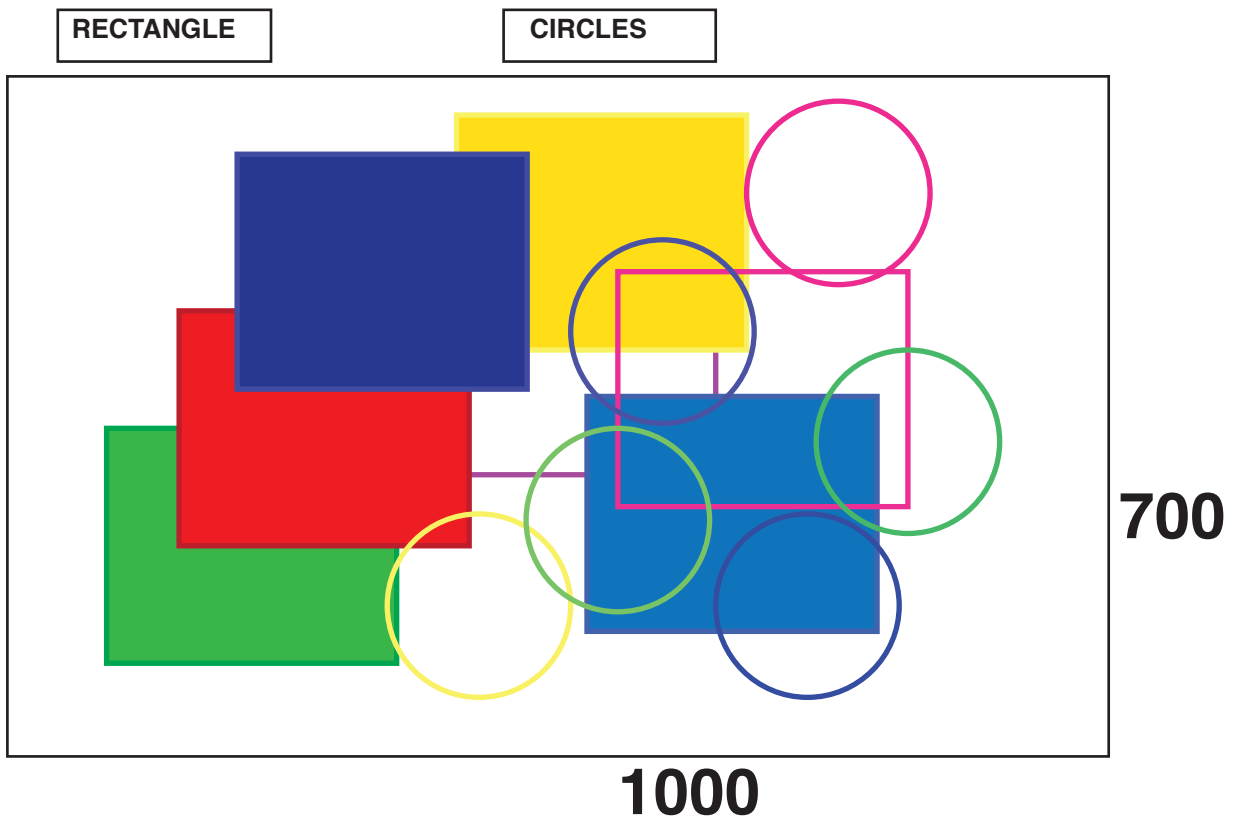


MIDTERM PROJECT

Interactive Art Piece

Timothy Rajah



<Canvas>

Width: 1000 px

Height: 700 px

Canvas will contain circles and rectangles where mouse click will cause to move any direction

Click buttons to create number of circles and rectangles.

//RECTANGLES

c.fillRect(300, 100, 100, 100)

//CIRCLES:

c.arc(300, 300, 30, 0, Math.PI*2, false)

CIRCLE with radius 40 px

Fill Rectagles with 100 px width and 100 px

Constructor will create circle and rectangle.

**For loops will create number of circles.
for(var i, i < oneClickRectangle, i++)**

To create circles and rectangle in random positions on every click:

**var x = Math.random() * window.innerWidth;
var y= Math.randow() * window.innerHeight;**

HTML STYLE WILL CREATE 2PX BLACK BORDER FOR CANVAS

```
<style type="text/css">
    canvas {
        border: 2px solid black;
    }
</style>
```

TO CREATE CIRCLES:

```
for (var i = 0; i < 30 i++) {
    var x = Math.random()* window.innerWidth;
    var y= Math.randow() = window.innerHeight;

    c.arc(x, y, 30, 0, Math.PI*2, false);
    c.stroke();
    c.strokeStyle ='green';
}
```

TO CREATE FILL RECTANGLE: fillRect(x, y, width, height)

```
for (var i = 0; i < 30 i++) {
    var x = Math.random()* window.innerWidth;
    var y= Math.randow() = window.innerHeight;

    c.fillStyle = 'rgba(255, 0, 0, 0.5)';

    c.fillRect(x, y, 100, 100);
}
```

c.fillStyle () and c.strokeStyle functions will create different color borders

**This Java script will create number of circles and rectangles from user input
Every time a mouse is clicked, directions circles and rectangles
will change.**

**USER CLICK ON BUTTONS
AFTER ENTER NUMBER OF
CIRCLES AND RECTANGLES**



**CREATE CIRCLES AND FILL
RECTANGLES**



**MOUSE CLICK WITH CHOOSE
DIFFERENT DIRECTION OF
RANDOM CIRCLES AND RECT-
ANGLES**