

Canvas Tasks:

Easy

1. Task: Draw a rectangle using *fillRect*, then draw the outline of the rectangle using the *beginPath*, *moveTo*, *lineTo*, *closePath*, *context.stroke* sequence.

Questions: What are the properties of rectangles? How can you draw a right angle in the canvas?

2. Task: Draw a house.

Questions: How did you figure out what size to make the shapes? How did you figure out the placement of each shape?

Medium

3. Task: Draw a scalene triangle and its circumscribed circle.

Question: How did you figure out where the center of the circle would go? What about the radius?

4. Task: Animate the rotating wagon wheel to move across the canvas.

Question: How far does it move each time as it rotates to mimic a real wheel?

Hard

5. Task: Draw a 1x2 rectangle, then animate it to double in size each cycle until it fills the whole 1000x2000 canvas.

Questions: How long will it take to fill the canvas? what if it triples every cycle? quadruples? n?

6. Task: Draw a scalene triangle, then place a circle inside of it so that each side of the triangle is tangent to the circle at exactly one point.

Question: How did you figure out where the center of the circle would go? What about the radius?