Assignment #4 – JavaScript: Paint 95 🎨

In this assignment you will create a paint-like website, that will allow you to draw freely in a defined canvas. The goal is to get more comfortable with events and the DOM.

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The following Assignment is based on the following subjects:
- o   JavaScript: Events handling, DOM Manipulation

Submitting instructions:
- o   You should submit this assignment by yourself
- o   Push the full folder hierarchy of the project to your own repository on GitHub.
  Please add the following in hive:
  - o   A link to the repository
  - o   Free text - a description of the quiz. Stuff that you found hard to implement, known bugs and your review of this assignment

Understanding the task

Our basic version of Paint 95 has a canvas (sized 500px * 500px), and the ability to draw with 5 different colors (of your choosing).
1.   Generate a canvas and a color pallet.
2.   When clicking on any point in the canvas, the color should change according to your selection (make sure you have a default color).
3.   Add at least 2 additional features of your own (you can use the suggested features in the geekout).
4.   <u>You are not allowed to use HTML5 Canvas tag.</u>

👓 Geek out

Choose any (or all) of the features below:
1.   Make a dynamic canvas size (based on the user input).
2.   Create an eraser (can be right click)
3.   Create different sizes for the eraser.
4.   Create a pen size modifier, so that a single click can affect different sizes of the canvas.
5.   Create a "stamp" with different shapes, like a square, a circle and an ellipse.
6.   Add a "clear screen" button
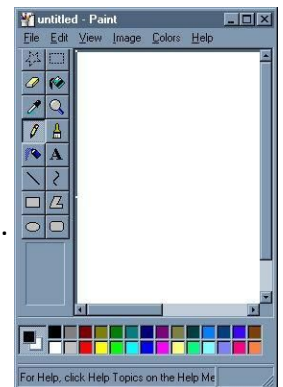
Unleash the ninja within

1.   Implement the color pallet via Javascript only (no HTML code goes inside the <body> tag).
2.   Import an external color pallet, that will allow the user a full set of colors. Make sure you add a color picker.
3.   Create a save/load drawing option.
4.   Turn the image right/left/flip 180 degrees