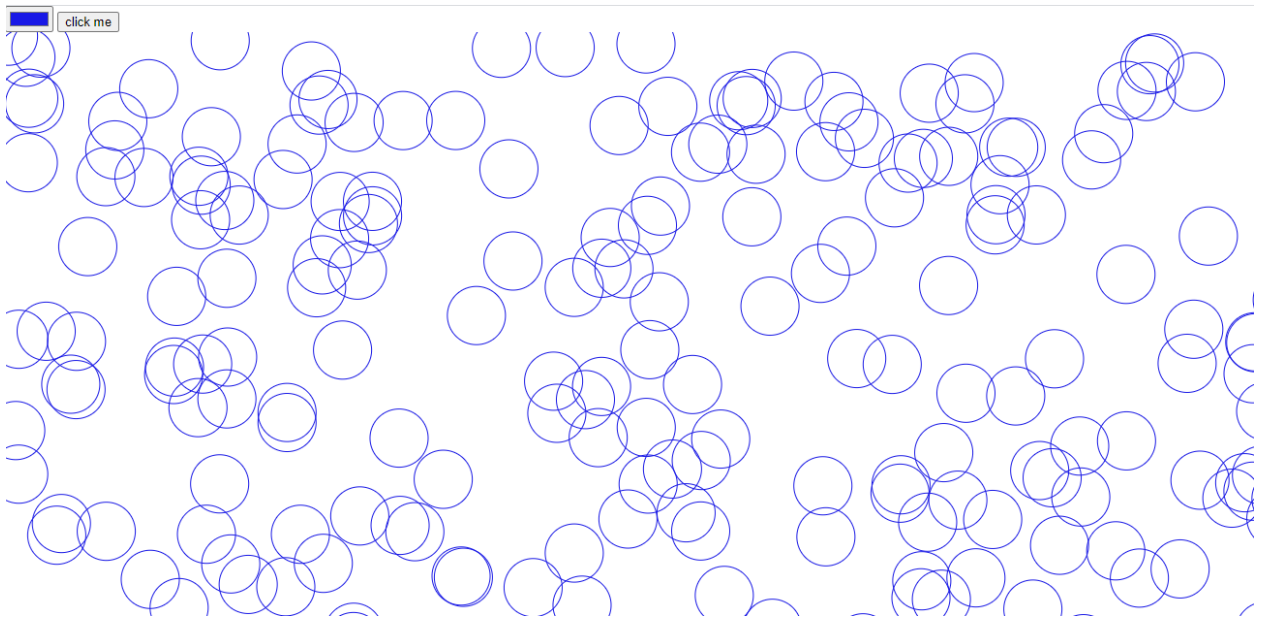# Html5 lab2

1. Geolocation: draw a map with simple marker on the user location using
   google maps
   [https://developers.google.com/maps/documentation/javascript/exampl](https://developers.google.com/maps/documentation/javascript/examples/marker-simple)
   [es/marker-simple](https://developers.google.com/maps/documentation/javascript/examples/marker-simple)

2. Using canvas: when the user clicks on the "click me" button
   generate number of circles in the entire page in random
   places and get the circles color from the "input color".



3. In the login form assignment in Day.1 lab, use local storage to save user
   name by add "remember me" check box, and save user name and only if
   the user checked this checkbox, and press login button, and retrieve them
   on page load and write them to the textbox.

   and if the user didn't check it, remove the saved user name and password
   from local storage if they saved before.