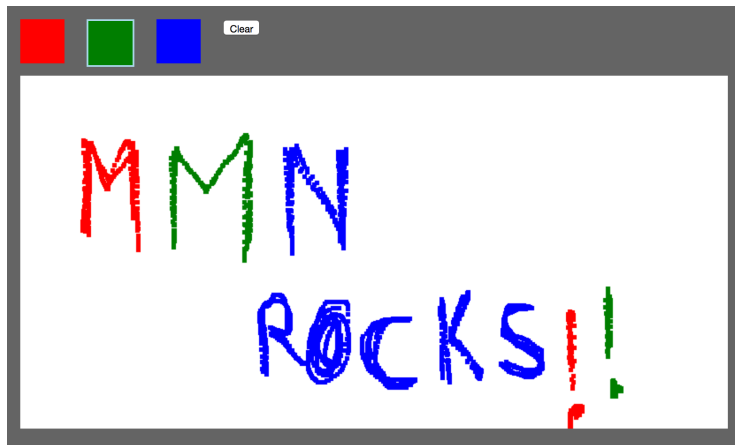# Assignment 3 (HF)

Due: Mon 03.11.2014; 14:00h (1 Week)

Task 1: Drawing in the web browser

In this assignment you are asked to create a small drawing application that runs inside an HTML5 compatible browser. The app should behave similar to MS Paint.

To achieve this, please create a web page using HTML5, CSS and JavaScript.

Please consider the following:

- *Canvas:* There is a fixed size canvas onto which the user can draw.
- *Colors:* Allow the user to pick among at least 3 different colors. Make sure that the currently chosen color is clearly marked.
- *Clear Canvas:* The user should be able to clear what's on the canvas and start over without refreshing the page.
- *Drawing:* It is enough to track the mouse cursor (`canvas.onmousemove`) and draw small rectangles at the current position. Just like in Paint, the drawing should start once the mouse is clicked.
- Organize your code into different files, e.g. *index.html*, *style.css*, and *myPaint.js*
- Do not use any frameworks (no jQuery, Protoype, etc…).
- Test your application in different web browsers. Make sure to add helpful comments.
- *Bonus Ideas (<u>not required</u>):*
  - Custom colors – enable the user to enter an HTML color code (e.g. #000000 for black) to choose the pen color.
  - Pen size – let the user choose the size of the pen.
  - Undo – allow the user to undo drawing (advanced)
  - Save image – let the user save the image as JPG or PNG file.

For questions or comments please contact one of the tutors.