Canvas

A new element in HTML5 is canvas. Canvas elements designate an area for graphics. These graphics take the form of a script to draw pictures. In this lab we will use the canvas element to add graphics to your web site.

Getting Started

To get started go to the assignment page, click on the "Canvas Examples" link, find an example you would like to modify and click the "source code" link to download it. When prompted make sure the "Save File" radio button is sellected. Do the same for the link on the assignment page titled "HTML Skeleton."

You are welcome to create your own Canvas example from scratch, but downloading of the examples serves as a good template. Next issue the following commands (making sure to type the correct file name for the seccond command). Also make sure to take note of what the name of the file you downloaded is, you will need it later.

```
denver:~$ cd public_html
denver:~/public_html$ mv ~/Downloads/name-of-js-file-downloaded ./
denver:~/public_html$ mv ~/Downloads/canvas_page.html ./
denver:~/public_html$ chmod 644 canvas_page.html name-of-js-file-downloaded
denver:~/public_html$ gedit canvas_page.html &
```

Edit this page to link to your correct style sheet. Next add the following somwhere in the body of your HTML file.

```
<canvas id="CORRECT ID" width="300" height="225">
  <script type="text/javascript" src="NAME OF CANVAS SCRIPT">
  </script>
</canvas>
```

Make sure to place the correct name of your script in between the quotes for the `src` attribute in the `script` tag. Also make sure to place the correct `id` for the `canvas` tag. The id and associated JavaScript file can be found in the table below.

JavaScript File Name	Id
myCanvas.js	myCanvas
snow_man.js	a
sunny_day.js	b
sunny_day2.js	ba
spooky_house.js	h
moving_ball.js	e
circle_colors.js	f
boat.js	c

Now open this page in `firefox` to make sure that everything is working.

```
firefox canvas_page.html &
```

Editing the JavaScript Drawing

Once everything is working open up the script (i.e. the .js extension file) you downloaded for editing. You will notice lines with comments that describe how to draw using canvas. Use these comments as well the code already written to change the drawing and to add something significant to it (i.e. adding at least to drawn elements).

As always make small changes, save your files, then reload the `firefox` page to observe the changes.

Finnishing Up

Once you have your canvas drawing the way you like it, link this new page from your `index.html` and link to `index.html` from this new page.

Then return to the assignment page for instructions on turning this lab in.