CMSI 371-01

COMPUTER GRAPHICS

Spring 2012

Assignment 0126

This initial assignment is meant to get you into a development groove with 2D `canvas` graphics.

Outcomes

This assignment will affect your proficiency measures for outcomes *1b, 1c*, and *4a–4f*.

Not for Submission

By January 19

1. Get yourself all set up with a *my.cs.lmu.edu* `git` repository for this course.
2. Get the hang of getting a `canvas` program set up and running quickly (the `canvas` template will help with that), and with committing files to `git` then pushing it to *my.cs.lmu.edu*.
3. Work through the Mozilla Developer Network's `canvas` web pages (links given on the course web site) to round out your `canvas` (and possibly JavaScript) learning.

For Submission

Get your hands dirty with `canvas` — do exercises 25 to 28 from Chapter 9 of the JavaScript textbook. Do all of your work under version control, pushing to *my.cs.lmu.edu* as needed.

To keep things standard, commit your work under *homework/canvas-basics* as separate HTML and JavaScript files named after the exercise (e.g., *25a.html* and *25a.js*, *26c.html* and *26c.js*, etc.). Yes, this means that you'll have a lot of HTML files that look the same, but you can always fancy those up if you like, with titles and descriptions.

Note that for many of the exercises, standard control structures like loops and conditionals may be of help. We are assuming that you can figure these out in JavaScript on your own, but if you're really stuck feel free to ask.

Finally, remember that "committing" doesn't just mean "submitting," but progressively saving what you do so that you can recover prior code as needed! And, don't forget those commit messages!

One-Time Opportunity

For the spring, 2012 offering of the class only, the best solutions will be enshrined as the official textbook solution that instructors will see, with credit to the student who supplied them!