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.

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!