

CS 380

Lab 5

Javascript: Starting and stopping animation

October 22, 2020

Get the `canvasclickinherit.html` code from Monday's class.

Adapt this code to do the following:

1. On a click inside the canvas element that is not within a circle or triangle, stop the animation.
 1. If the animation was stopped, restart it
2. On a click inside the canvas element that is within a circle or triangle,
 1. Change the color of that shape (to a new random color).
 2. If the click is within two objects, then only change the color of the topmost object
 3. If the click is within an object, DO NOT change the animation state.

What to Hand in:

Send the URL for your edited javascript/html to gtowell380@cs.brynmawr.edu