

CHAPTER I

INTRODUCTION

1.1 Background

Computer cannot read easily what human input on them. Like drawing the shapes, need several methods for computer to read it. Computers do not know how triangle or rectangle forms unless create some method with computer language.

Creating the rectangle shape and triangle shape and fill it with the color on computer needs several steps to do. To draw the rectangle shapes need 4 points to set up on certain coordinates and triangle shapes need 3 points to set up on certain coordinates. After that, draw the path lines between those points sequentially.

After the shapes are created, just need to make it fill by color. Computer cannot easily read the shape that created with path lines. Firstly need to make the computer to recognize the form of shapes. Thereafter, the color can be draw inside the shapes with the limit by the path lines.

1.2 Scope

Create a program on html that can draw the shapes and fill it by colors.

1. The program can draw any shapes by draw the path lines from point to point.
2. For fill the color, the shapes are limited to rectangle shapes and right-angled triangle shapes with certain condition.
3. The process can be repeat as many as possible without clearing the shapes that been draw before.

1.3 Objective

The objectives to be achieved in this project is :

1. Make a computer application that can draw any shapes by draw the path lines according to the points input.
2. Draw the colors of rectangle shapes and right-angled triangle with certain condition.
3. Implement the html5 technology for input, draw and display the output.