JavaScript and Graphics by \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_



// 3.5.3 This program will add text that

// says "Hello world" at 100, 100.

function start(){

 var text = new Text("Hello world");

 text.setPosition(100, 100);

 add(text);

// add code to say Goodbye at the bottom of the screen

}



// 3.5.4 This program will add a blue circle

// with radius 30 and center at (100,50).

function start(){

 var circle = new Circle(30);

 circle.setPosition(100, 50);

 circle.setColor(Color.blue);

 add(circle);

// add another circle, the same size touching below

}



// 3.5.5 This program will add a red rectangle

// with width 100 and height 50 at position

// (60, 150).

function start(){

 var rect = new Rectangle(100, 50);

 rect.setPosition(60, 150);

 rect.setColor(Color.red);

 add(rect);

// add another rectangle that is 50 wide and 100 tall sitting on top of the first rectangle.

/\* 3.5.7 This program should draw the French flag. The

 \* left third of the canvas is blue, the middle third

 \* is white, and the right third is red. \*/

function start(){

/\* 3.5.8 Design a snowman. Add an extra feature like a hat or carrot nose.

 \* Constants representing the radius of the top, middle,

 \* and bottom snowball. \*/

var BOTTOM\_RADIUS = 100;

var MID\_RADIUS = 60;

var TOP\_RADIUS = 30;

function start(){

 /\* Write your code to make the snowman here! \*/