

```

<h1>Paint Application</h1>
<a href="paint.html"><button>Reset</button></a><br><br>
  <button style="background-color:white" onclick="white()">&nbsp;</button>
  <button style="background-color:red" onclick="red()">&nbsp;</button>
  <button style="background-color:blue" onclick="blue()">&nbsp;</button>
  <button style="background-color:green" onclick="green()">&nbsp;</button>
  <button style="background-color:yellow" onclick="yellow ()">&nbsp;</button>
  <button style="background-color:black" onclick="black()">&nbsp;</button>
  <button onclick="sizeUp();"> + Size</button>
  <button onclick="sizeDown()"> - Size</button>
  <p style="display:inline;font-family:Marker Felt, fantasy;color:blue;">Size:</p>
  <p style="display:inline;font-family:Marker Felt, fantasy;color:blue;" id="shapeSize">10</p>
  <br><br>
<canvas style="background-color:white; border: 2px solid black;" width="640" height="380" id="myCanvas"
"></canvas>

<script>
  canvas = document.getElementById("myCanvas");
  ctx = canvas.getContext("2d");

  var mouseX = 200;
  var mouseY = 200;
  var shapeSize=10;

function white() {
  ctx.fillStyle = "white";
}
function red() {
  ctx.fillStyle = "red";
}
function blue() {
  ctx.fillStyle = "blue";
}
function green() {
  ctx.fillStyle = "green";
}
function yellow() {
  ctx.fillStyle = "yellow";
}
function black() {
  ctx.fillStyle = "black";
}

function sizeUp() {
  shapeSize += 5;
  document.getElementById("shapeSize").textContent = shapeSize;
}
function sizeDown() {
  shapeSize -= 5;
  document.getElementById("shapeSize").textContent = shapeSize;
}

document.addEventListener("mousemove", mouseMoveHandler);

function mouseMoveHandler(event){
  // Print the page coordinates
  mouseX = event.pageX - canvas.offsetLeft;
  mouseY = event.pageY - canvas.offsetTop;
}

```

```
function draw(){
  let intervalId; //need to have interval between mouse click down and up

  canvas.addEventListener('mousedown', () => {
    intervalId = setInterval(() => {
      ctx.fillRect(mouseX, mouseY, shapeSize, shapeSize);
    });
  });
  canvas.addEventListener('mouseup', () => {
    clearInterval(intervalId);
  });
}

function gameLoop(){draw();}

var desiredFrameRate = 30;
var delay = 1000/desiredFrameRate;
setInterval(gameLoop,delay);
</script><br>
```