1. [100] Create a new page called canvas.html containing a canvas element which draws a picture of your choosing using:
   - (60) At least thirty (30) individual draw commands (e.g., `context.beginPath()`, `context.fillRect()`, `context.fillStyle = “yellow”`).
   - (20) At least four (4) different colors.
   - (20) At least one image (i.e., using the `context.drawImage` function).

2. [+20] (Extra credit) Modify your canvas.html from part 1 to use a for loop or while loop to execute a sequence of draw commands at least ten (10) times, effectively drawing the same shape(s) or image(s) repeatedly in different parts of your picture.

Upload your files to Blackboard (under Course Documents -> Assignment 5).