1. [50] Create a new page called canvas.html containing a canvas element which draws a picture of your choosing using:

   - (30) At least thirty (30) individual draw commands (e.g., `context.beginPath()`, `context.fillRect()`, `context.fillStyle` = “yellow”).
   - (10) At least four (4) different colors.
   - (10) At least one image (i.e., using the `context.drawImage` function).

2. [50] Create a new page called video.html containing:

   - (20) A video tag which displays a video of your choosing. You may use one of the videos linked on the course announcements page, but any .ogv or .webm video should work in Firefox.
   - (10) An input element which acts as a play button by playing the video when clicked.
   - (10) An input element which acts as a pause button by pausing the video when clicked.
   - (10) An input element which acts as a rewind button by rewinding the video when clicked (hint: you’ll need to modify the `currentTime` property of the video element).

3. [+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 4).