1. [100] Create a new page called canvas.html containing a canvas element which uses HTML5 canvas functions such as lineTo(), arcTo(), fill(), stroke(), and drawImage() to draw a picture of:
   
   • (50) A house.
   • (25) A tree.
   • (25) The sun and sky.

   Be creative. ☺

2. [+10] (Extra credit) Use a for loop or a while loop to draw the same shape(s) or image(s) repeatedly in different parts of your picture.

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