**Task 1 HTML5 35 MARKS**

**Instructions**

1. Use file moving\_crab.html. Please defined style according to the picture. Using HTML5, write a function(moveCrab) to move ***crab*** with changing the value of “2” pixels for y- direction and value 2 for x- direction. Assign the function (moveCrab) the button to make the ***crab*** start move, when Start button is clicked. The timer for the event should trigger every 30 milliseconds.

(10 marks)

1. Using HTML5, add code to
   1. move horizontally from point P0 to P1, when ***crab*** come to left = 100px, then it should change direction.
   2. Move diagonally from P1 to P2. P2 is in the middle of canvas, then it should change direction.
   3. move diagonally up ***crab*** come to P3, left = 100px and top =100px. it should stop.

Please see trajectory on the graph below.

(15 marks)

P3- 100px

**c**

500px

P2- middle of canvas

**b**

**a**

**P0 - start**

P1=100px

500px

1. Add sounds (crab.mp3 -file). Using HTML5, write a code to add to function play sounds, add this function call to the moveCrab function.

(10 marks)

