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<!DOCTYPE html>
<!-- saved from url=(0055)http://teaching.jos.ph/cclab2013/examples/week2_05.html -->
<html><head><meta http-equiv="Content-Type" content="text/html; charset=ISO-8859-1">
<style> /* some simple CSS to make the body the entire page */
html, body {
width: 100%;
height: 100%;
margin: 0px;
}
</style>
</head>
<body>
<!-- create canvas object -->
<canvas id="myCanvas" width="1442" height="942"></canvas>
<script>
/** javascript commence **/
var canvas = document.getElementById('myCanvas');
var context = canvas.getContext('2d');
//set canvas width and height to the window's w+h
context.canvas.width = window.innerWidth;
context.canvas.height = window.innerHeight;

//takes mouse coordinates, draws message
function writeMessage(x, y) {
var context = canvas.getContext('2d');
//first clear the background
//context.clearRect(0, 0, canvas.width, canvas.height);
//or fade it out
context.fillStyle="rgba(255,255,255,0.1)";
context.fillRect(0,0,canvas.width, canvas.height);
context.font = '18pt Calibri';
var message = 'mouse x: '+ x +', y: '+ y;
var r = 255%x;
var g = 128;
var b = 255%y;
var color = "rgb("+r+","+g+","+b+)";
console.log(color);
context.fillStyle="black";
context.fillText(message, 10, 25);
context.fillStyle = "rgb("+r+","+g+","+b+)";
context.fillText(message, x, y);
}

//called when the event listener is triggered!
function getMousePos(canvas, evt) {
var rect = canvas.getBoundingClientRect();
return {
x: evt.clientX - rect.left,
y: evt.clientY - rect.top
};
}

//this event listener executes code when the mouse moves
canvas.addEventListener('mousemove', function(evt) {
var mousePos = getMousePos(canvas, evt);
writeMessage(mousePos.x, mousePos.y);
}, false);
</script>

</body></html>

```