CHECKERBOARD: LAB 910

Objectives

- Create a checkerboard background on your canvas

Part I: Make A Constructor For A Square Object

- Review your Ball Constructor function code

Square objects are going to be simpler than Ball objects. Ask yourself: **What does a square need to know about itself?**

create properties and methods to meet the needs of a square.

Part II: Load Square Objects Into And Array

- A checkerboard has 64 squares (8X8)
- If your canvas is 800 X 800, what should be the width of each square object?
- Use opposite colors to represent the different squares
- Create a function to load the Square objects into your array of squares

Part III: Place The Squares On The Canvas

- Create a function to draw the square--in the correct position--to create a checkerboard

Hint: Choose the square's location in terms of the control variable for your for loop:

```
function loadSquares(){

  var rowNum = 0;
  for(var i = 0; i < 64; i++){
    //get  location properties
    var x =      //  Choose x in terms of i
    var y =      //  Choose y in terms of i
    //  Create your location vector
    var loc = createVector(x, y);
  ...
```