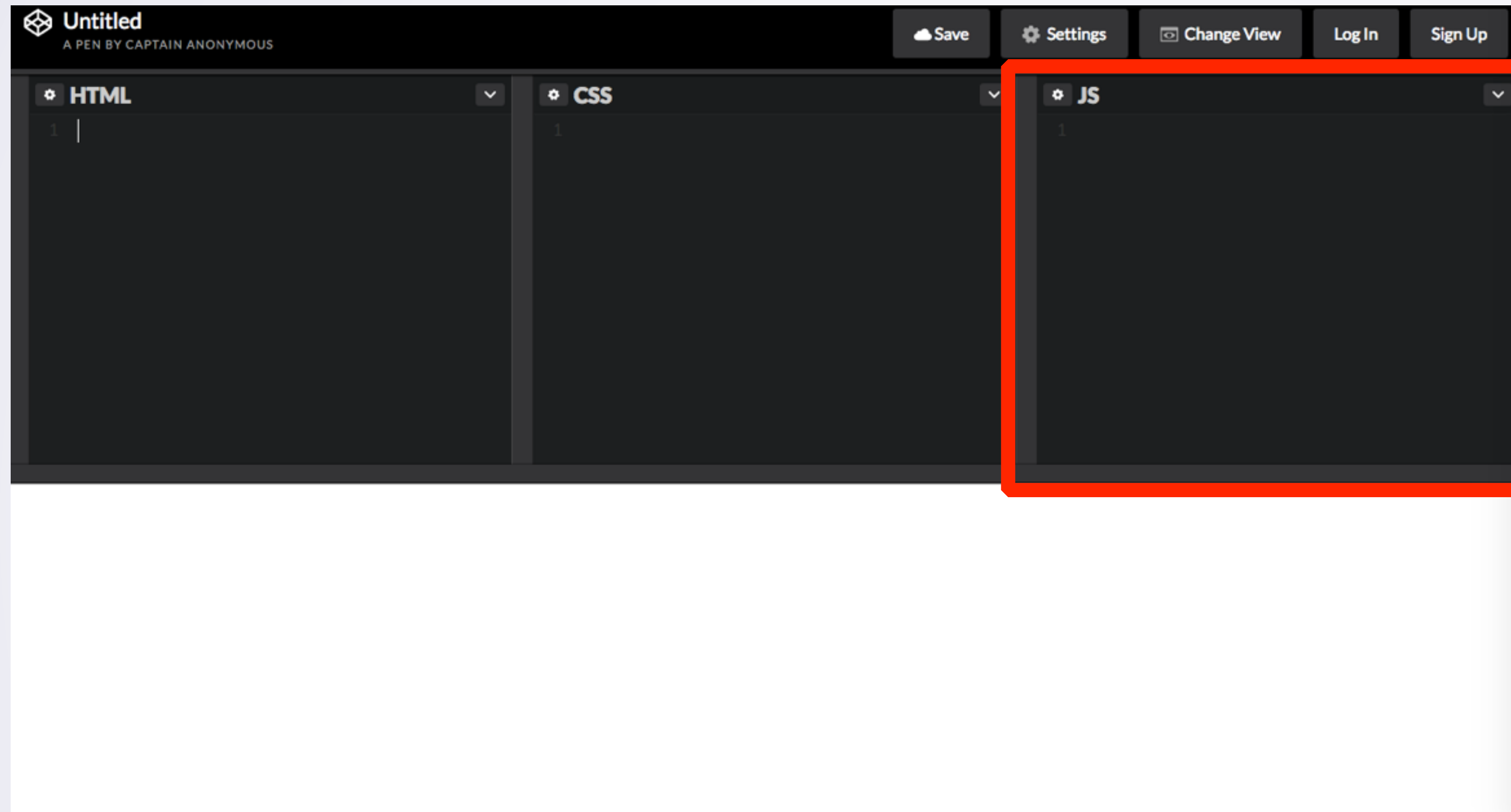


# Programming Fundamentals with JavaScript

*Duke Learn to Program* Environment

# So Where Do You Write This Stuff?



- Could write JavaScript in CodePen
  - But, we have a more friendly environment

# Duke Learn to Program Website

### Code It

```
1 //Start with the foreground image you want (fgImage)
2 var fgImage = new SimpleImage("drewRobert.png");
3 //... and with the background image you want (bgImage)
4 var bgImage = new SimpleImage("dinos.png");
5 //Make a blank image of the same size (output)
6
7 var output = new SimpleImage(fgImage.getWidth(), fgImage.getHeight());
8
9 //write code for each of these steps:
10 //For each pixel (currentPixel) in fgImage
11
12     //Look at currentPixel and if it is green,
13
14     //Look at same position in bgImage
15
16     //and set output's corresponding pixel to bgImage's pixel
17
18     //Otherwise: set output's corresponding pixel to currentPixel
19
20
21 //show our answer!
```


Run Code


[\[Save Code To Your Computer\]](#) [\[Load Code From Your Computer\]](#)

### See It

[\[Save Image To Your Computer\]](#) [\[See Image Fit to Window\]](#)

### Available Images

  
dinos.png  
[480x270]

  
drewRobert.png  
[480x270]


- Write code on left, see results on right

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# Advantages

- Why [dukelearntoprogram.com](http://dukelearntoprogram.com)?
  - More friendly error messages
  - `print()` most things
  - DLTP Libraries: SimpleImage/SimplePixel
    - You can import these outside DLTP
  - Preloaded with images/pseudocode
  - Most programmers use custom environments
- Let's see it in action!