Name:		

## Code

```
function setup() {
  createCanvas(200, 200);
 background(255);
 var left = true;
  for (var i = 0; i < 4; i++) {
   for (var j = 0; j < 4; j++) {
      var x = 25 + j*40;
      var y = 25 + i*40;
      if (left) {
        line(x, y, x, y+20);
        line(x, y+20, x+20, y+20);
      } else {
        line(x, y, x+20, y);
        line(x+20, y, x+20, y+20);
      }
      left = ! left;
    }
 }
function draw() {
 // do nothing
}
```

## **Computer Memory**

Name	Value

## Canvas (200 x 200)

I			