Link to github:  
<https://github.com/JinxXP/n220summer2023>  
https://jinxxp.github.io/n220summer2023/  
  
I started this project by defining which colors I wanted to represent each flavor of ice cream, and then creating an array with the flavors  
  
let strawberry = "#FF6972";

let vanilla = "#F9F6A7";

let chocolate = "#A07200";

//declare array

let neapolitan = ["strawberry", "vanilla", "chocolate"];  
  
  
­Algorithm  
  
Goal: to display 3 rectangles with each being different colors   
Input: no input   
Output: 3 rectangles that have corresponding colors that are listed in an array  
Steps:  
  
1) define color values and it’s matching variable  
  
2) create an array that will house these color variables  
 - this array will have the color names and defined using [] notation  
3) create setup function for canvas dimensions  
  
4) create draw function and in this function create a for loop  
  
5) This for loop will read through the color array and based on its index  
- a rectangle will be drawn and filled with the color that the loop is currently reading in the array