Web 2A Partial solutions

//GRID lines

//vertical lines

int x=10;

//repeat 10 times

while(x<100)

{

line(x,0, x,100); //draw vertical line

x=x+10; //move right a bit

}

//horizontal line

int y=10;

//repeat 10 times

while(y<100)

{

line(0,y, 100,y); //draw horiz line

y=y+10; //move down a bit

}

//draw odd/even circles across screen

int x=10;

int counter = 0;

size(300,100);

while (x < width) //repeat if x is on the canvas

{

counter = counter+1;

**if** (counter % 2 == 0) //select fill colour does counter contain an EVEN value

{ //yes do this

fill(255,0,0); //red

}

**else**

{ //otherwise do this instead

fill(0,0,255); //blue

}

ellipse(x,50, 10,10); //draw coloured circle

x=x + 20; //move right a bit

}