**Download Your Daily Notes**

**Think and Reflect**

 I didn't find the activity difficult as it is pretty simple to understand the instruction that indicates the order in which the program needs to be done.  
The program flowchart is important in a game because you need to understand the flow of how things will be done within the game and the different functions that each part of the game can carry out, as well as the conditions that need to be met, etc. Ultimately, it is extremely important to the logic of the game.  
This is the simplest way to carry out this process.

**Daily Notes - Program Flowcharts**

 Program Flowcharts  
  
Symbols used in program flowcharts:  
1. Terminator - begin & end  
2. Process - Instruction  
3. Arrow - Pathway  
4. Decision - Yes or No  
5. Input/Output - Display data entry or output  
6. Subprogram - references program with another program

**Daily Notes - Activity 1 - Program Flowchart Example**

 I didn't find the activity difficult as it is pretty simple to understand the instruction that indicates the order in which the program needs to be done.  
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This is the simplest way to carry out this process.

**Daily Notes - Program Flowchart Best Practices**

 Program Flowcharts need to be consistent and use the universally recognized symbols for the different components so that everybody that knows what a program flowchart is will be able to understand the process that is being described.  
These include the following:  
- Using appropriate symbols  
- Flow direction that is inconsistent  
- Colour schemes/colour coding  
- Having consistent symbol sizes  
- Having consistent spacing between your symbols

**Daily Notes - Activity 2 - Creating a Program Flowchart**

 The flowchart was created and describes the way in which the game will work when certain conditions are met and certain conditions aren't met.

**Daily Notes - Javascript For Loop**

 JavaScript supports different kinds of loops:  
1. for - loops through a block of code a number of times  
2. for/in - loops through the properties of an object  
3. for/of - loops through the values of an iterable object  
4. while - loops through a block of code while a specified  
condition is true  
5. do/while - also loops through a block of code while a  
specified condition is true

**Daily Notes - Activity 3 - Implementing Loops**

 1. For the school website, we can implement the loops in the the form of a slideshow. This will display relevant pictures of the school, learners, achievements, events, etc.  
  
2/3. var slideIndex = 0;  
showSlides();  
function showSlides() {  
var i;  
var slides =  
document.getElementsByClassName("mySlides");  
for (i = 0; i < slides.length; i++) {  
slides[i].style.display = "none";  
}  
slideIndex++;  
if (slideIndex > slides.length) { slideIndex = 1 }  
slides[slideIndex - 1].style.display = "block";  
setTimeout(showSlides, 3000); // Change image  
every  
2 seconds  
}

**My Views on the Day**

 1. Learning about the program flowcharts.  
  
2. Activity 1, 2 & 3.  
  
3. None.  
  
4. None.

**Daily Notes - Day 1 Reflections**

 1. Learning about the program flowcharts.  
  
2. Activity 1, 2 & 3.  
  
3. None.  
  
4. None.