Purpose: envision the coordinate plane using ratios of display geometry

- Note: for CS10 & CS20, we will use Full Screen
- In CS30: we will develop a Procedure for comparing the size() with the fullScreen() geometry

Purpose: fold the paper in half (four times)

- Using 12 Divisions on a Page is usually the minimum for ratios
- Use back folding and creases
- Emphasize fold with light pen line

Fold this paper to label both dimensions

- Width Dimension
- Height Dimension
- This might get confusing quickly, might use colour and legend

“The more ratios are used, the easier they become.”

Label the following fractions in order:
1/12, 1/8, 1/6, ¼, 1/3, 3/8, 5/12, ½, 7/12, 5/8, 2/3, ¾, 5/6, 7/8, 11/12

Understanding different fractions:

- Fold once on one piece of paper, label
- Fold twice on another piece of paper, label
- Fold three times on another piece of paper, label
- Fold four times on another piece of paper, label
- Last Paper: fold to 12 and label with all fractions, perhaps equivalent fractions

CAUTION: Advanced GUI Design tests these ratios on different screen sizes

- On most screen sizes, it will look great
- As the screen gets larger a boundary exists where the ratio needs to change
- Same is true for “as the screen gets smaller”

Fun Fact: What is the most amount of times a piece of paper can be folded?