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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?