Introduction to Programming II Project Log

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| **Project title:** | Drawing app |
| **Topic:** | 8: Callbacks |
| **What progress have you made this topic?** | |
| Understood and utilised asynchronous function loadImage() in my preload() function. It loads the images at the same time the canvas and UI are being setup, allowing a shorter load time. | |
| **What problems have you faced and were you able to solve them?** | |
| * Tried to implement buttons to switch stamp tool shape, but was unable to select anything other than the last item in the shapes array. This was because the index order for-in loop in JS is implementation-dependent, and array values may not be accessed in the order as expected. (Source: w3schools)       Ver 1: for (i in stampShapes) {    Ver 2: for (var i=0; i<stampShapes.length; i++) {  The variable i seems to have clashed with another global i, hence the value of i in this loop was not what I intended to get.    Ver 3: for (let i=0; i<stampShapes.length; i++) {  This version works as let makes i a local variable instead of global. I can now select any shape in the DOM.   * Issue with stamp tool fixed spacing not being applied and being drawn in the wrong direction when shift key is held down.     Original code:  It is hard to think of one single algorithm for rendering the straight line with/without fixed spacing as a straight line without fixed spacing uses the size of the shape as a gap. It would be problematic if the input spacing for fixed spacing (a) needed to have a minimum length of the size of the shape and (b) is less than the size of the shape. | |
| **What are you planning to do over the next few weeks?** | |
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| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
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