* **If statements and for-loops**
  + Arrays
  + Classes
* **🡪 If statements**
* Function draw () {
  + Var x = (0 +
  + “If (x>7) then do something”
    - if (x>7) {
    - fill (255,0,0),
    - rect (300,300,30,30)
    - } else {
    - fill (0,255,0)

}

* **\***could also be in setup but should be in draw since these variables will be iterating all the time
* **\*** to say if ‘x does not equal 4’ : ‘ x!=4’
* **\***and is ‘&&’ ; or is ‘II’ (two lines)
* **🡪 For-loops**
  + for (var i = 0; i <1000; i ++) {
  + rec (300\*i,300,30\*i,30);
    - **\***at beginning of for-loop, i will equal zero; max out at 1000; will increment by one (i++ means increment by 1)
    - **\***the iteration thus would make the width one increment bigger and move it down the x axis by 1
* **🡪 Random** 
  + random ( )
    - *\*whatever you want inside*