\*Slide 1\*

This presentation shows some of the things that I've done in class and how I have learned things that make coding easier.

\*Slide 2\*

Here I went from making a pattern on grid paper to making it in an online grid. This was easier than the paper, mainly because I could fix my mistakes more easily. On the online grid I can also change the colors around if I feel like they don’t match.

\*Slide 3\*

This is the picture of a bunny, it's very blocky because I used very feel squares. I started making it by making the outline first, and then filling in the rest. The white details were hard to make because I had to count every block to see where they would end up.

\*Slide 4\*

This was my first shape that I made on bricklayer lite. It's on level one, so I had to make each little piece as a small square or rectangle. It's not the best way to make that shape, in hindsight I could probably have used less pieces to make that same shape.

\*Slide 5\*

On this next shape I used the least amount of commands possible for still being on level one.

\*Slide 6\*

I don’t know why, but I used the grid to make the lockers... it took a lot of clicking to put in the color and fill in the middle. But if I was still using the level one on bricklayer lite it would have taken even more work to put in the 'million' commands necessary to completely fill in the lockers.

\*Slide 7\*

This was the first time I was using level two on bricklayer lite. It was much easier than level one, especially to make the background. I was able to use a function to make the background in half of the work I would've needed to make this on level one.

\*Slide 8\*

This shows the function I made for the letter T, I made a function because it made it easier to translate the T around if needed, and because I have more than one T on my name, so I didn’t have to code the T twice. Also, when I made this I had to set the origin when placing easy function, not sure if there was an easier way to make the letters go where they needed to.

\*Slide 9\*

This was my first "major" project on bricklayer level three, and good thing that it was on level three too, if this was on level two it would've been way too much work. Overall, I feel like I made this using some very short and to the point commands.

\*Slide 10\*

This is the code I used to make me filling the whole page much easier. I used the previous function I had for the flag itself, and put four flags next to each other to make a row. Then I just had to repeat the rows a few times to fill the page.

\*Slide 11\*

This is the Flag Challenge, where I had to use two fags to make a pattern. I used that same code that I already had for the brazil flag, and simply put the Jamaican flag over it, alternating to make the pattern. I Chose the Jamaica flag because the colors would work well with the brazil flag, but I didn’t expect it to work so well.

\*Slide 12\*

This is the logo for google chrome, very pixelated. I repeated it over the black background to make the pattern

\*Slade 13\*

This is the little function I used to make the four little squares into one command. Then in used this new function to make a new function that would make a line, and make the code smaller, less things I'd have to call in the end.

\*Slide 14\*

This is the point where I saw that bricklayer level 3 was the best thing I've used so far. I don’t even want to try making this pattern on level two.

\*Slide 15\*

This is the code I used to make one individual circle. And in hindsight I could have used half the commands to make the same circle, but at the time I didn't think about it.

\*Slide 16\*

For this I had to use all of the functions, but it actually makes things easier, not harder. I also made the pattern sort of like a checker board, mainly so that the pattern would be easier to continue. For the color change I didn’t code the things separately, I codded it once, then copied it and switched the colors on the second one.

\*Slide 17\*

This is the code for one of the squares, and again I copied and pasted this code twice to make the one with different colors. This was a very simple pattern, so the code is very simple as well.

\*Slide 18\*

For this I chose the android bot thing because most people probably know what that is, and what it means. And I made it into a card just to add some more to it, as it looked very plain to me.

\*Slide 19\*

This is the code I used to make its head, it’s a very clean code in the sense that it doesn’t have anything that is unnecessary.

\*Slide 20\*

The space filling curves was not hard to do, at least to get the end result. But I think that I could have made it more practical somehow, it just wasn’t easy to follow my code. I didn’t even attempt to make the colors alternate...

\*Slide 21\*

I switched this after you said that we could've made the S with just three pieces of code. I originally had each line as a command.

\*Slide 22\*

This was the space filling curve challenge thing, I found this pattern online and replicated/expanded it. This was harder than the first space filling curve in my opinion because I didn’t find any small patterns like the S and the N on the first one. I only found the pattern once the curve was already bigger.

\*Conclusion\*

To conclude, this presentation just highlights some things that I have done this semester and how I've grown from doing patterns on graph paper to coding even more complicated patters on bricklayer lite.