

# Course intro

This is an intro to the course, blah blah blah this is some more content.This is an intro to the course, blah blah blah this is some more content.This is an intro to the course, blah blah blah this is some more content.This is an intro to the course, blah blah blah this is some more content.

```
async function getFiles() {
  const fileMap = {};
  const files = await readdir(DATA_DIRECTORY);
  const markdownFiles = files.filter((file) => file.endsWith(".md"));
  markdownFiles.forEach((file) => {
    fileMap[file.slice(0, -3)] = `${DATA_DIRECTORY}/${file}`;
  });
  return fileMap;
}
```

- one
  - two
1. one
  2. two

**This is the second slide**

Amazing right?

## Slide with image

ad we recommend using assets uploaded to online. (Or y



## Slide with a script

```
<canvas id="canvas"> </canvas>
<script> const canvas = document.getElementById('canvas'); const ctx =
canvas.getContext('2d'); // Resize canvas to fill window function resizeCanvas() {
canvas.width = window.innerWidth; canvas.height = window.innerHeight; }
window.addEventListener('resize', resizeCanvas); resizeCanvas(); // Circle object const
circle = { x: 100, y: 100, radius: 30, dx: 2, dy: 2, color: '#4fc3f7' }; // Animation loop
function animate() { ctx.clearRect(0, 0, canvas.width, canvas.height); // Move circle
circle.x += circle.dx; circle.y += circle.dy; // Bounce off edges if (circle.x + circle.radius >
canvas.width || circle.x - circle.radius < 0) circle.dx *= -1; if (circle.y + circle.radius >
canvas.height || circle.y - circle.radius < 0) circle.dy *= -1; // Draw circle ctx.beginPath();
ctx.arc(circle.x, circle.y, circle.radius, 0, Math.PI * 2); ctx.fillStyle = circle.color; ctx.fill();
requestAnimationFrame(animate); } animate(); </script>
```