

Chrome File Edit View History Bookmarks Profiles Tab Window Help

Dashboard | Khan Academy | CSC106 JTerm Notes - Google | DTL Week 2B Course Material - CS | Using while loops (practice) | +

khanacademy.org/computing/computer-programming/programming/looping/e/review-loops

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Computer programming

UNIT 1: LESSON 13 Looping

- Intro to While Loops
- Using while loops 100%
- Challenge: A Loopy Ruler
- More While Loops: Balloon Hopper
- Challenge: A Loopy Landscape
- For Loops! A New Kind of Loop
- Challenge: Lined Paper

Using while loops

Google Classroom

Keep going. Keep growing. 🐼

6/6 correct • 500 energy pts

Try again Up next: challenge

1.

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Dashboard | Khan Academy | CSC106 JTerm Notes - Google | DTL Week 2B Course Material - CS | Challenge: A Loopy Ruler | Loops | +

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Computer programming

UNIT 1: LESSON 13 Looping

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Now let's do the same for y, so that we have a ruler going down the left side of our canvas too! It should be very similar to the loop you have for the x.

```
var x = 0;
while (x < 350) {
  text(x, 0, 10);
  x += 50;
}
```

```
1 fill(17, 0, 255);
2
3 // a handy dandy ruler across the top
4 var x = 0;
5 var y = 0;
6
7 while(x <= 350) {
8   text(x, x, 10);
9   x += 50;
10 }
11 while(y <= 350) {
12   text(y, 0, y);
13   y += 50;
14 }
15
```

0 50 100 150 200 250 300 350

50 100 150 200 250 300 350

Congratulations! You earned 1500 points! 🐼

Undo Start over Spin-off

Step 2/2

Up next: talkthrough

2.

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Dashboard | Khan Academy | CSC106 JTerm Notes - Google | DL Week 2B Course Material - CS | Challenge: A Loopy Landscape | More While Loops: Balloon Hopper | +

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Computer programming

UNIT 1: LESSON 13
Looping

- Intro to While Loops
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to right:

- Start off by making a while loop that draws the tree and the grass;
- Make sure your variable starts close to the left edge of the canvas;
- Increment the variable, so that each tree and grass patch is drawn close to the last;
- It should keep drawing while the x position variable is inside the canvas;

Tip: Be careful with the condition of your while loop, and make sure you increment the variable properly inside it. Otherwise, your while loop will run forever and ever and ever...

```
while (x < 400) {
  image(grass, x, 270);
  image(tree, x, 200);
  x += 80;
}
```

```
1 background(144, 240, 234);
2 var x = 0;
3 // Draw the sun
4 noStroke();
5 fill(255, 140, 0);
6 ellipse(335, 66, 70, 70);
7
8 // Get images from library and remember in
  variables
9 var grass = getImage("cute/GrassBlock");
10 var tree = getImage("cute/TreeUgly");
11
12 // Draw the tree and grass once!
13 while(x < 400) {
14   image(grass, x, 270);
15   image(tree, x, 200);
16   x += 80;
17 }
18
```

Congratulations!
You earned
2100 points!

Up next: talkthrough

3.

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Dashboard | Khan Academy | CSC106 JTerm Notes | DL Week 2B Course Material | Challenge: Lined Paper | VALORANT VODS - YouTube | Showmatch! DRX vs | YouTube | +

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Computer programming

UNIT 1: LESSON 13
Looping

- Intro to While Loops
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Make it graph paper

Now, add a for loop that draws 20 evenly spaced vertical lines (lines that go from top to bottom) to turn the lined paper into grid paper. The first vertical line should have an x coordinate of 20, and the last vertical line should have an x coordinate of 400.

Hint What's this?

```
for (var j = 0; j < 20; j++) {
  var lineX = 20 + (j * 20);
  line(lineX, 0, lineX, 400);
}
```

```
1 background(255, 255, 247);
2 stroke(173, 222, 237);
3
4 for(var i = 0; i < 20; i++) {
5   var lineY = 20 + (i * 20);
6   line(0, lineY, 400, lineY);
7 }
8
9 for(var x = 0; x < 20; x++) {
10  var lineX = 20 + (x * 20);
11  line(lineX, 0, lineX, 400);
12 }
13 /*while (i < 20) {
14   var lineY = 20 + (i * 20);
15   line(0, lineY, 400, lineY);
16   i++;
17 }
18 */
19
```

Congratulations!
You earned
2100 points!

Undo Start over

Step 2/2 Spin-off

Up next: talkthrough

4.

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Dashboard | Khan Academy | CSC106 JTerm Notes - Go | Week 2B Course Material | Writing clean code (practi | VALORANT VODS - YouTub | Showmatch! DRX vs North | +

khanacademy.org/computing/computer-programming/programming/writing-clean-code/e/quiz--clean-code

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Computer programming

UNIT 1: LESSON 14
Writing clean code

Readable Code

Clarifying with Comments

Writing clean code
100%

Computing > Computer programming > Intro to JS: Drawing & Animation > Writing clean code

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Writing clean code
Google Classroom

Keep going. Keep growing. 🦾
9/9 correct • 775 energy pts

Try again

Up next: Lesson 15

5.

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Dashboard | Khan Academy | CSC106 JTerm Notes - Go | Week 2B Course Material | Challenge: Favorite Fruits | VALORANT VODS - YouTub | Showmatch! DRX vs North | +

khanacademy.org/computing/computer-programming/programming/arrays/pc/challenge-favorite-fruits

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Computer programming

UNIT 1: LESSON 15
Arrays

Intro to Arrays

Challenge: Favorite Fruits

Looping through Arrays

Challenge: Favorite Animals

Modifying Arrays

Challenge: Constellation Maker

Review: Arrays

Show the length!

Now display a header that says 'My top 3 favorite fruits', anywhere!

Hint What's this?
text("My top " + " favorite fruits", ,);

```
1 var fruits = ["mango", "grapes", "orange"];
2 fill(0, 0, 0);
3 text(fruits[0], 25, 25);
4 text(fruits[1], 25, 50);
5 text(fruits[2], 25, 75);
6 text("My top " + fruits.length + " favorite fruits", 25, 100);
```

mango
grapes
orange
My top 3 favorite fruits

Congratulations!
You earned 1050 points!

Undo Start over

Step 3/3 Spin-off

Up next: talkthrough

6.

Chrome File Edit View History Bookmarks Profiles Tab Window Help

Dashboard | Khan Academy | CSC106 JTerm Notes - Go | Week 2B Course Material | Challenge: Favorite Animal | VALORANT VODS - YouTube | Showmatch! DRX vs North | Update

khanacademy.org/computing/computer-programming/programming/arrays/pc/challenge-favorite-animals

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Computer programming







UNIT 1: LESSON 15
Arrays

- Intro to Arrays
- Challenge: Favorite Fruits
- Looping through Arrays
- Challenge: Favorite Animals**
- Modifying Arrays
- Challenge: Constellation Maker
- Review: Arrays

Add more animals!

Now that you have a loop to display your array of animals, test it out by adding at least 2 more animals (5 total).

Hint What's this?

var  = , , , , 

```

1 var animals = ["penguin", "bunny", "capybara",
2 "bear", "walrus"];
3 var i = 0;
4 while(i < animals.length) {
5   fill(0, 0, 0);
6   text(animals[i], 25, 30 + i * 30);
7   i++;
8 }
9

```

penguin
bunny
capybara
bear
walrus

Congratulations!
You earned 2100 points!

Undo Start over Step 3/3 Spin-off

Up next: talkthrough

7.

Chrome File Edit View History Bookmarks Profiles Tab Window Help

Dashboard | Khan Academy | CSC106 JTerm Notes - Go | Week 2B Course Material | Challenge: Constellation M | VALORANT VODS - YouTube | Showmatch! DRX vs North | Update

khanacademy.org/computing/computer-programming/programming/arrays/pc/challenge-constellation-maker

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Computer programming

UNIT 1: LESSON 15
Arrays

- Intro to Arrays
- Challenge: Favorite Fruits
- Looping through Arrays
- Challenge: Favorite Animals
- Modifying Arrays
- Challenge: Constellation Maker**
- Review: Arrays

Add stars on click

Make this program more dynamic, by making it add stars when the user clicks the mouse.



Add a mouseClicked function at the end of the program that should:

- push a new x and y position onto the arrays based on the current mouse position (mouseX and mouseY);
- redraw the stars, using the drawStars function.

Time to check that it works - click anywhere on the canvas to make new stars.
I would like to see a beautiful night sky *.*

Hint What's this?

```

mouseClicked = function() {
  xPositions.push();
  yPositions.push();
  drawStars();
};

```

```

1 var xPositions = [100, 200];
2 var yPositions = [200, 100];
3
4 var drawStars = function() {
5   background(9, 5, 59);
6   imageMode(CENTER);
7   for (var i = 0; i < yPositions.length; i++) {
8     image(getImage("space/star"), xPositions[i],
9     yPositions[i], 30, 30);
10  }
11 };
12
13 drawStars();
14
15 mouseClicked = function() {
16   xPositions.push(mouseX);
17   yPositions.push(mouseY);
18   drawStars();
19 };

```

Congratulations!
You earned 2100 points!

Up next: article

8.

Question 6: D

Question 7: A

Question 8: B

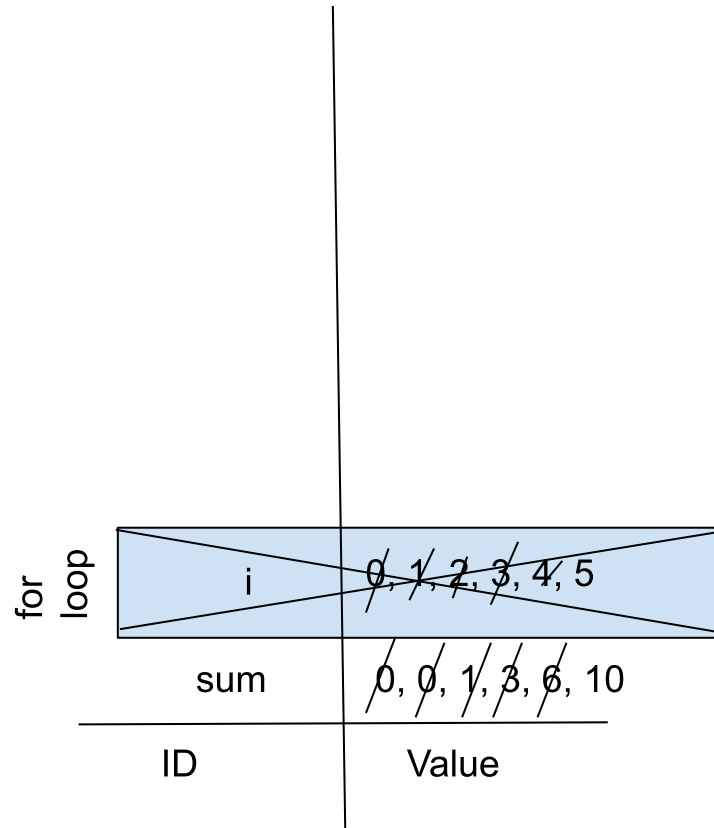
Question 9: D

Question 10: C

Question 11: C

Question 12: A

9. https://www.khanacademy.org/computer-programming/hernandez-zanella_multiplication/6291400920711168
10. <https://youtu.be/7mpGXQNetFk>
11. <https://www.khanacademy.org/computer-programming/new-program/4794229645950976>
12. <https://www.khanacademy.org/computer-programming/spin-off-of-project-make-it-rain/4578826332192768>
13. <https://youtu.be/7pB0PVcs5Qc>



14.

15. <https://docs.google.com/document/d/1hbFmhHlxLGEEooj-l4ggJnQ-Pce19zezxy4FucUHMT4/edit>