



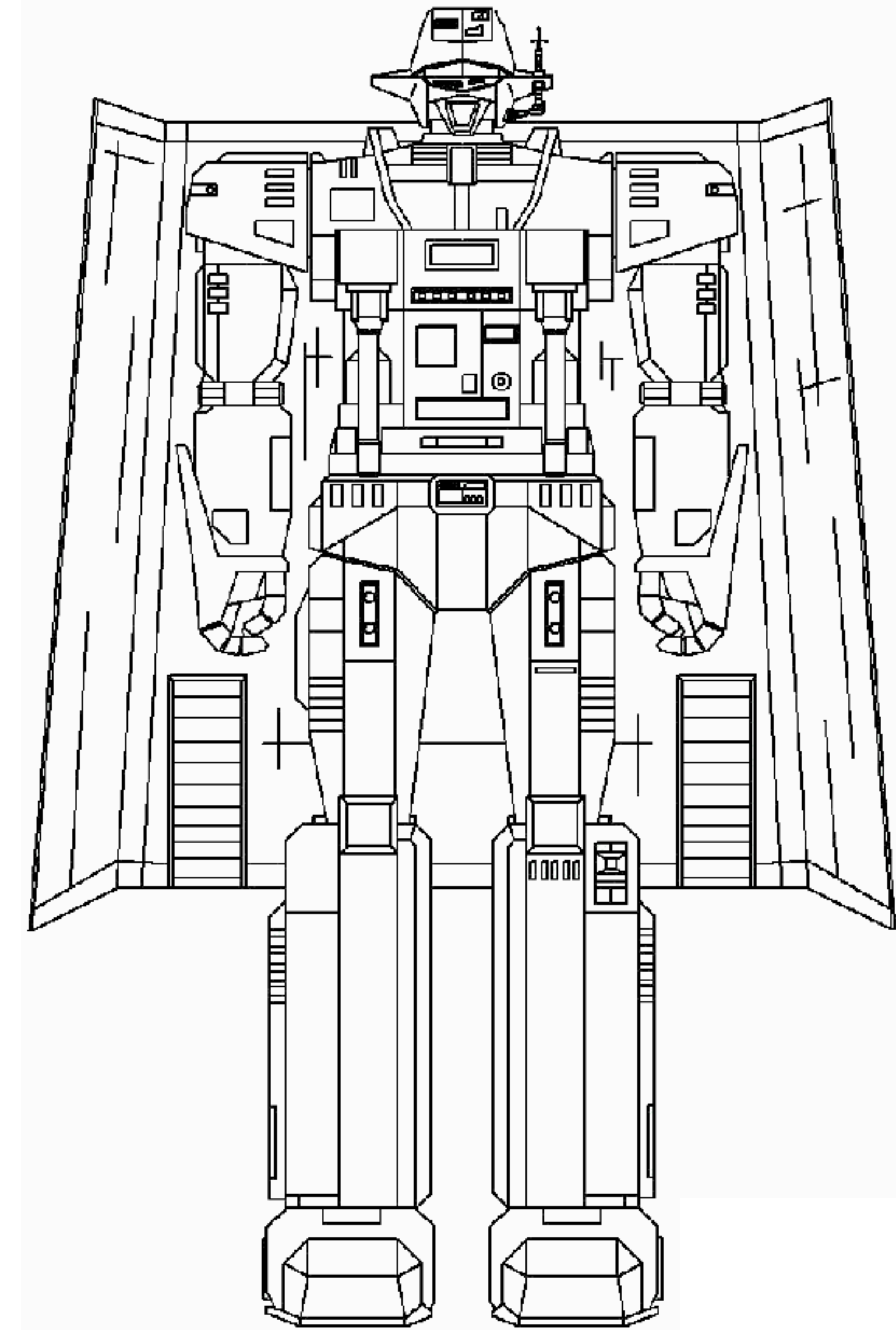
e2 code lab - 003

the towers of hanoi



next 60 mins

1. recap what we have learnt so far
2. first project we want to do together





recap syntax

variables objects/strings/numbers/boolean

operators

if/if-else/switch

for-loop/while-loop

functions and scope



recap

build our own little website

implemented a function that checks if numbers are prime numbers

```
function checkIfPrimeNumber (numberToCheck) {  
  for ( let divider = 2; divider < numberToCheck; divider++) {  
    if (numberToCheck % divider === 0) {  
      return false;  
    }  
  }  
  return true;  
}
```

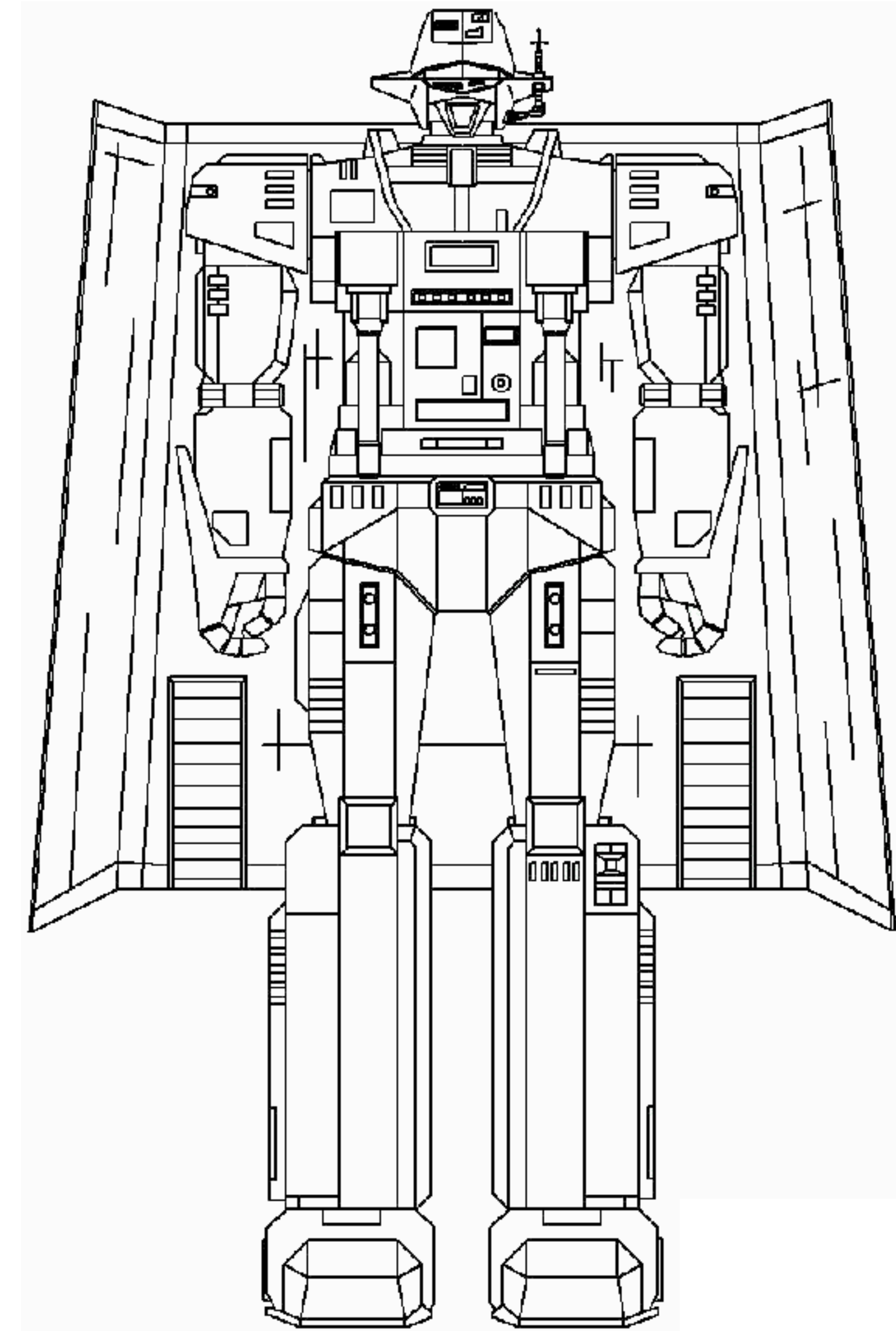
```
console.log(checkIfPrimeNumber(2));  
console.log(checkIfPrimeNumber(13));  
console.log(checkIfPrimeNumber(4));
```



time to build something real (aka your turn)

suggestions:

- the towers of hanoi
- time manager extension (difficult)





towers of hanoi



goal:

- place all disks in the right order on the third shaft

rules:

- only one disk at a time
- a disk can only be placed on a bigger disk



towers of hanoi

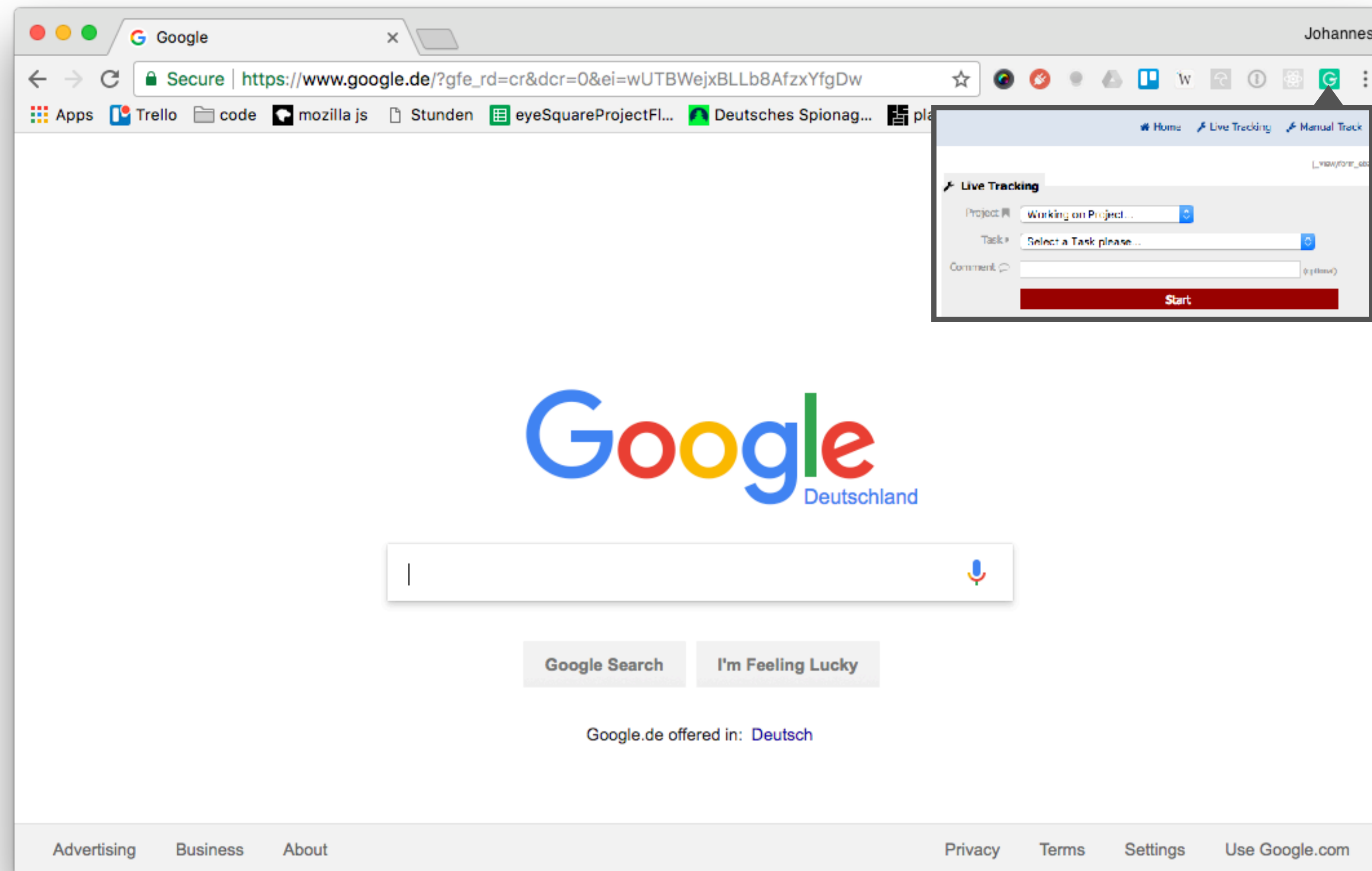


roadmap:

- build the game engine
- build a graphical representation of the game state
- add drag and drop to elements so we can play the game in the browser
- allow more than 3 disks and develop an algorithm that solves the game for us



time tracker extension





discussion and setup of your machines

1. install atom text editor <https://atom.io/>
2. atom packages:
 1. linter & linter-eslint
 2. turbo-javascript
3. code for this tutorial <https://github.com/eye-square/code-lab>

