

Week 03 - Demo

Tünde Csapó

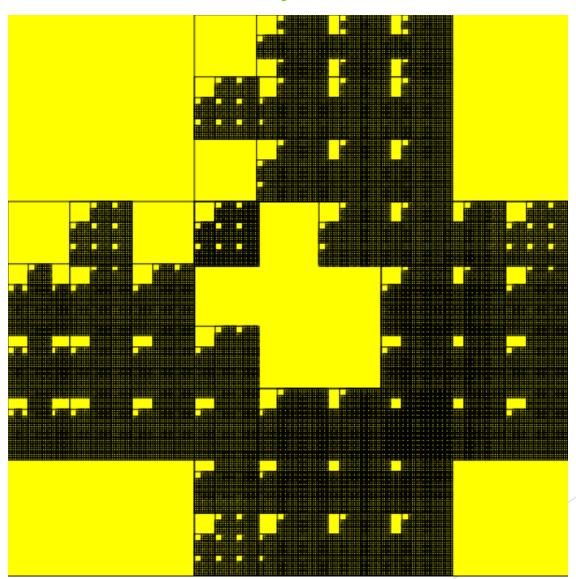
Green Fox Academy / Fulvipes / Secret

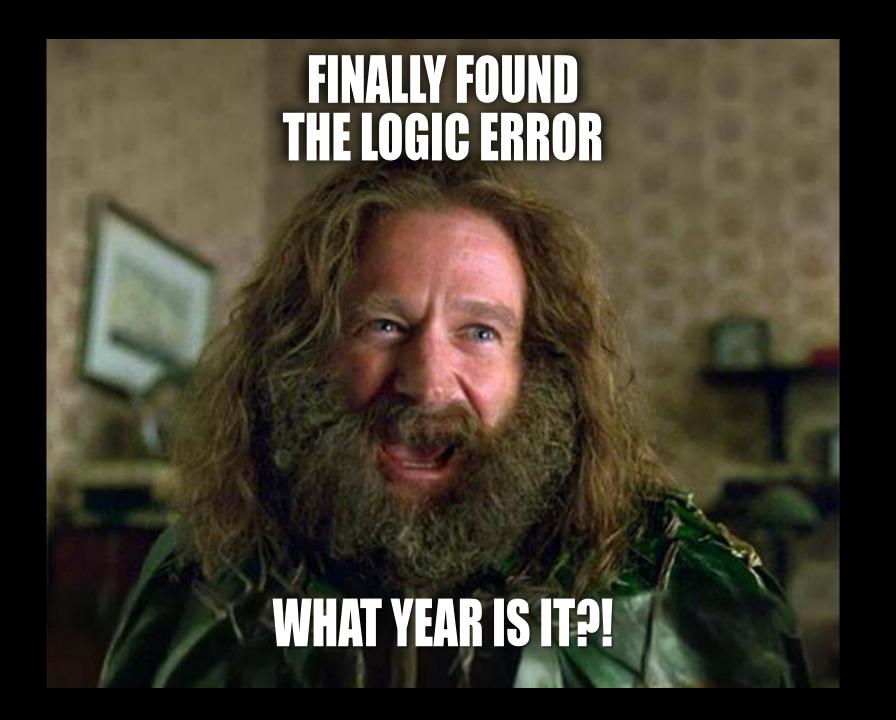




< Classes and objects >

- ► Fleet of Things
 - ▶ Private vs. public access modifiers
 - ► How can we retrieve a private data outside of the Object?







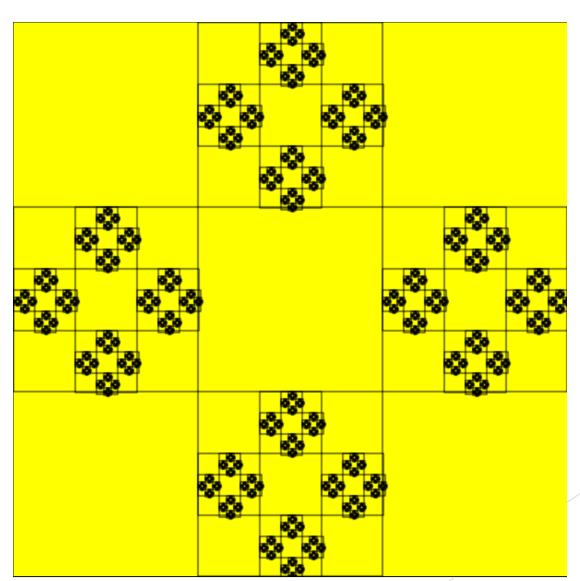
boxSize 1st col endPoint 3rd col **b**oxSize 2nd col 1st col

		(endPoint)	(endPoint)	(endPoint)
_	600 x 600 (canvas size)	200	400	600
	200 x 200	66.666	133.3333	199.999
	66.66X 66.66	22.222	44.444	66.66(but less than boxSize)
	Etc.	Etc.	Etc.	Etc.

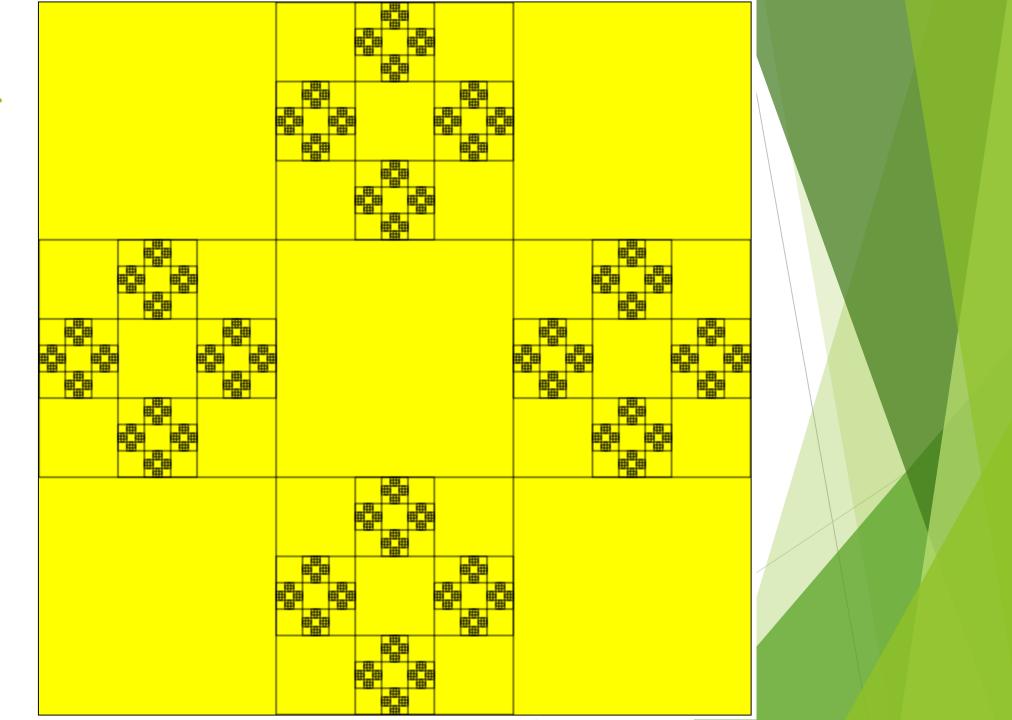
```
function drawRecSquares(num: number, boxSize: number, startX: number, startY: number) {
  let side: number = boxSize * num
  if (side > 1) {
    for (let y: number = startY; y < startY + boxSize; y += side) {</pre>
      for (let x: number = startX; x < startX + boxSize; x += side) {</pre>
        let checker: number = ((x-startX) + (y-startY)) / side;
        if (checker != 0 && checker % 2 != 0) {
          ctx.strokeRect(x, y, side, side);
          drawRecSquares(num, side, x, y);
drawRecSquares(1/3, canvas.height, 0, 0);
```

```
function drawRecSquares(num: ramber, boxSize: number, startX: number, startY: number) {
  let side: number = boxSize * num
  if (side > 1) {
    for (let y: number = startY; y < startY + boxSize; y += side) {</pre>
      for (let x: number = startX; x < startX + boxSize; x += side) {</pre>
        let checker: number = ((x-startX) + (y-startY)) / side;
        if (checker != 0 && checker % 2 != 0) {
          ctx.strokeRect(x, y, side, side);
          drawRecSquares(num, side, x, y);
drawRecSquares(1/3, canvas.height, 0, 0);
```

```
function drawRecSquares(num: number, boxSize: number, startX: number, startY: number) {
  let side: number = Math.ceil(boxSize * num);
  if (side > 1) {
    for (let y: number = startY; y < startY + boxSize; y += side) {</pre>
      for (let x: number = startX; x < startX + boxSize; x += side) {</pre>
        let checker: number = ((x-startX) + (y-startY)) / side;
        if (checker != 0 && checker % 2 != 0) {
          ctx.strokeRect(x, y, side, side);
          drawRecSquares(num, side, x, y);
drawRecSquares(1/3, canvas.height, 0, 0);
```



< Final>

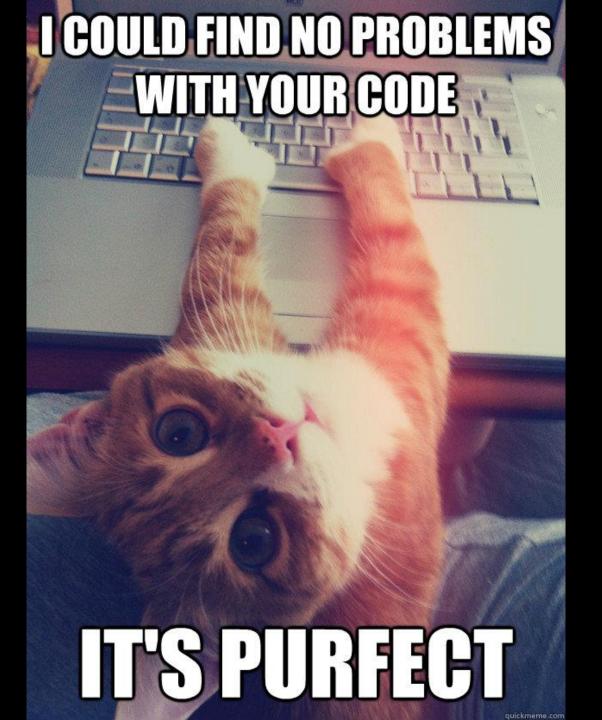


< Summary / Takeaway >

- If I prepare during the weekend, I should check the homework during the week as well
- Drawing: use paper and pen
- Drawing II: test your drawing in pieces
- Using FAT arrow functions
- ► STYLEGUIDE!!!!

indentation... single quotes... semicolon....SEMICOLONS!! space here...space there....SPACES!! ©







Thank you!



