



Week 02 - Demo

Tunde Csapo

Green Fox Academy / Fulvipes / Secret



Find me on GitHub:
[tundecsapo](https://github.com/tundecsapo)

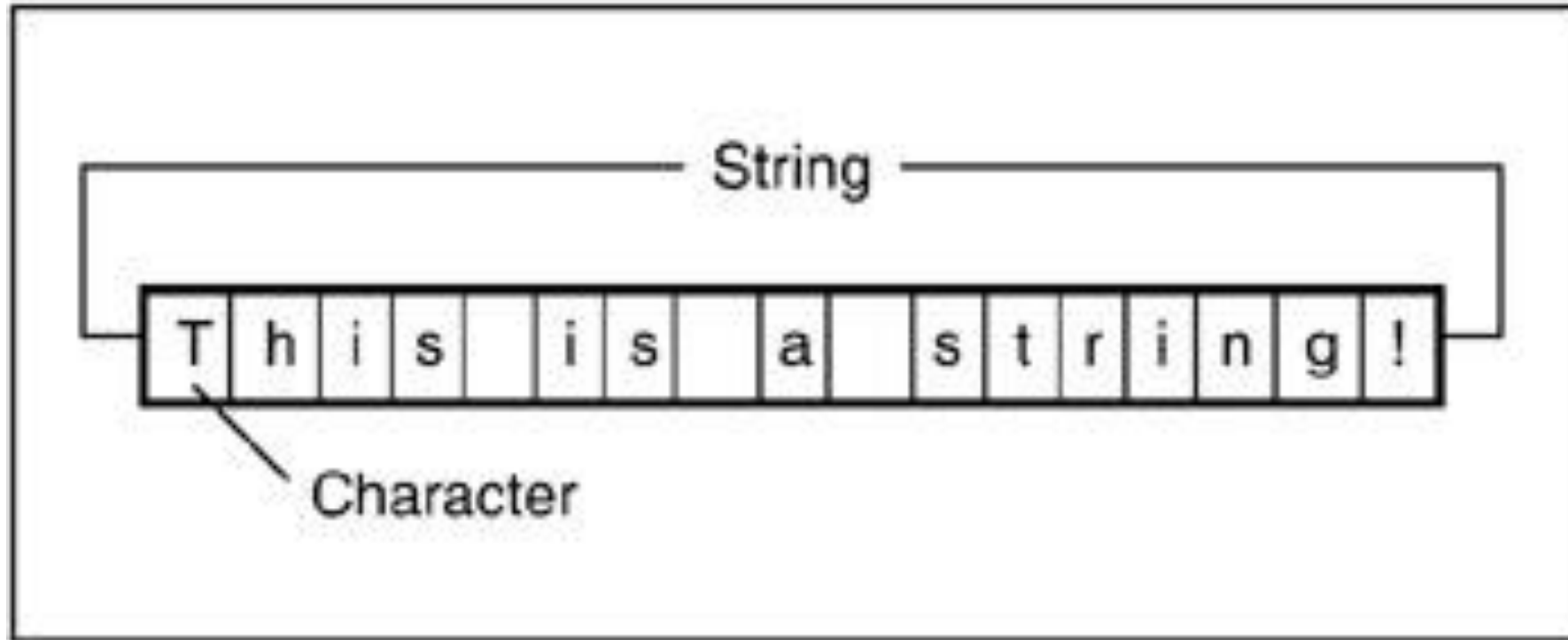


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< What strings meant for me a few months ago... >



< What strings mean for me now... >



< Day-01 & Day-02 & Day-03 >

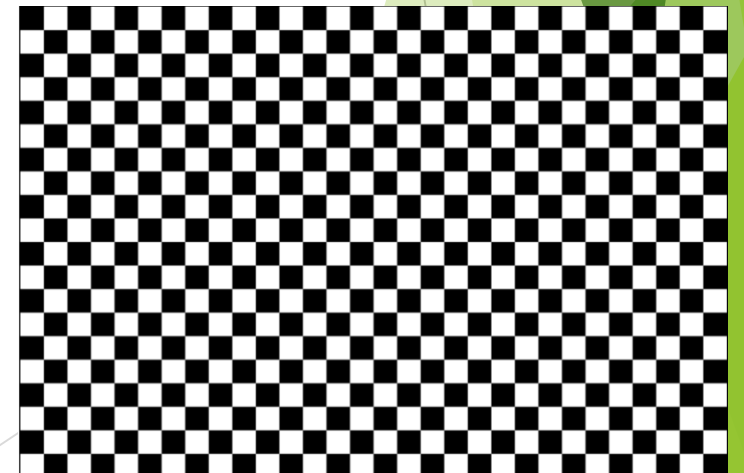
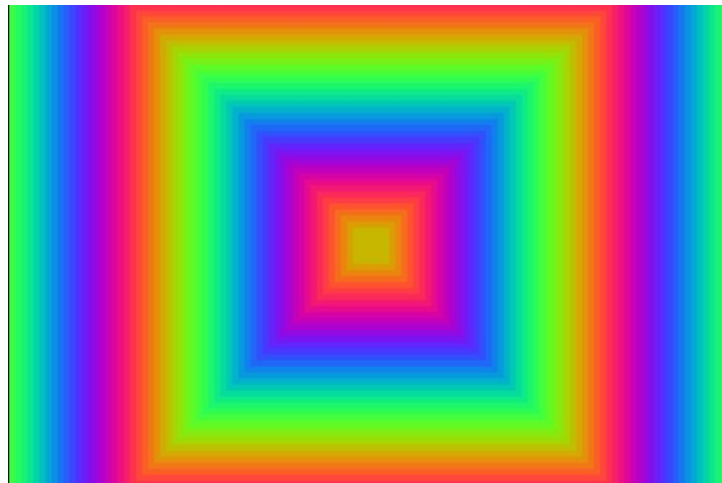
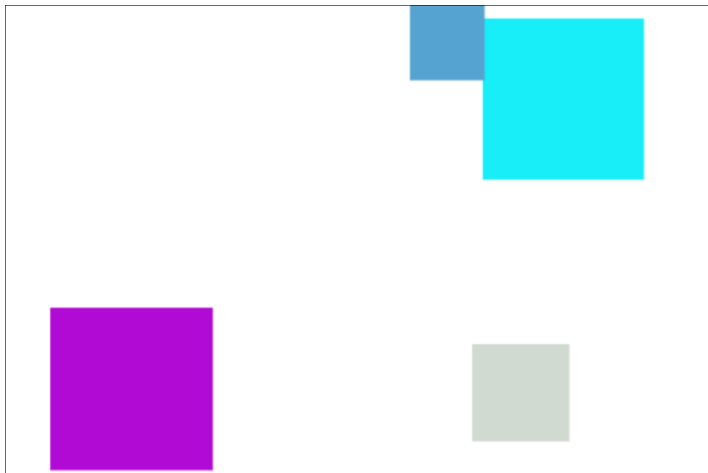
- ▶ < String and array functions >

- ▶ < Reading, writing files. Errors >

< Drawing >



- ▶ Generating random colours
- ▶ Make sure every element of your drawing is visible
- ▶ Checkboard:
 - ▶ Defining a checker variable (by checking the sum of “end indexes”)



< Checkerboard >

```
6  function drawCheckerboard(side: number) {
7      for (let y: number = 0; y < canvas.height; y += side) {
8          for (let x: number = 0; x < canvas.width; x += side) {
9              let checker: number = (x + y)/side;
10             if (checker === 0 || checker % 2 === 0) {
11                 ctx.fillRect(x, y, side, side);
12             }
13         }
14     }
15 }
16 drawCheckerboard(20);
```

0	1	2
1	2	3
2	3	2

< My favourite exercise - Starry Sky >

< Summary / Takeaway >

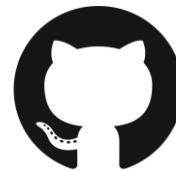
- ▶ Try to establish the foundations
- ▶ Using your time efficiently
- ▶ Breaking the code into functions helps
- ▶ Things to improve on:
 - ▶ Using '=>' with functions
 - ▶ Using two space indentation
 - ▶ Checking the style guide again
- ▶ My takeaway from this week:

...even if it seems scary at first, just do it! 😊





Thank you!
Enjoy the weekend!



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