# **Block Wall Designer**

### **Overview**

The **Block Wall Designer** is a simple web-based tool that allows users to design a wall layout with blocks of varying widths. The tool lets you specify the dimensions of the wall and the amount of variation in block width. It then generates a visual representation of the wall using SVG elements and provides statistics on the total number of blocks used.

#### **Features**

- Wall Dimension Customization: Set the width and height of the wall in centimeters.
- **Block Width Variation**: Adjust the percentage variation in block width to create a more randomized wall design.
- **Real-Time Visualization**: View the wall layout instantly as an SVG graphic.
- Statistics: See the total number of blocks used in the design.

## How to Use

- 1. Set Wall Dimensions:
  - o Wall Width (cm): Enter the desired width of the wall in centimeters.
  - o Wall Height (cm): Enter the desired height of the wall in centimeters.
- 2. Set Block Width Variation:
  - o **Block Width Variation (%)**: Enter the percentage variation in block width. The default is 10%, which allows blocks to vary by  $\pm 10\%$  of the standard block width.
- 3. Generate the Wall:
  - Click the Generate Wall button to create the wall layout based on the specified parameters.
- 4. View the Results:
  - o The wall will be displayed as an SVG graphic below the controls.
  - o The total number of blocks used in the design will be shown under the wall.

## **Technical Details**

- **HTML Structure**: The main layout is contained within a .container div element. The controls are housed in a .controls div with separate input groups for wall dimensions and block width variation.
- **Styling**: The page is styled using internal CSS, with a focus on simplicity and readability.
- JavaScript Functionality:
  - o The generateWall() function handles the creation of the wall layout.
  - The function calculates block dimensions, applies variation, and appends them to the SVG element.
  - Block statistics are updated dynamically after each wall generation