Ian Hinton

1/27/2022

N220

Link to Github code: <https://ian-hinton.github.io/n220LabsSP2022/>

Reflection: For Ex. 1, I planned out my composition by figuring out what I wanted the program to do and then breaking down how I wanted to achieve it. I knew I needed to add 1 to every call of the draw function, so I created a variable to use in my equation to represent the number that I want to output to the console. One concept that was utilized in my composition was the addition arithmetic operator. The line i++; was what I used to add 1 to console every call. For Ex. 2, I created a flowchart in order to plan correctly. I knew that if the x-position was less than 200px, the circle would have a blue fill and if x-position larger than 200px, the circle would have a red fill. I utilized what we learned about nested if-else statements to create the condition for the color of the circle. For Ex. 3, in order to animate the circle across the screen, I knew that I needed to increase the x-position. I created a variable and conditional operator for speed in order to increment the x-position by 5px every frame. I used a flowchart to figure out how to write the if-statement that sends the circle back to the beginning position.

Planning Material: Drawing and flowchart