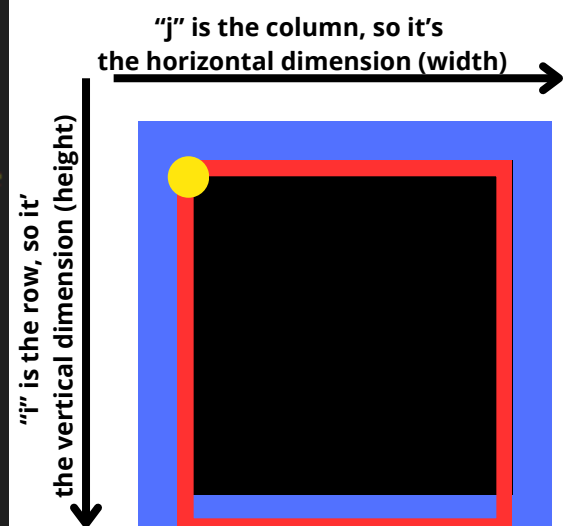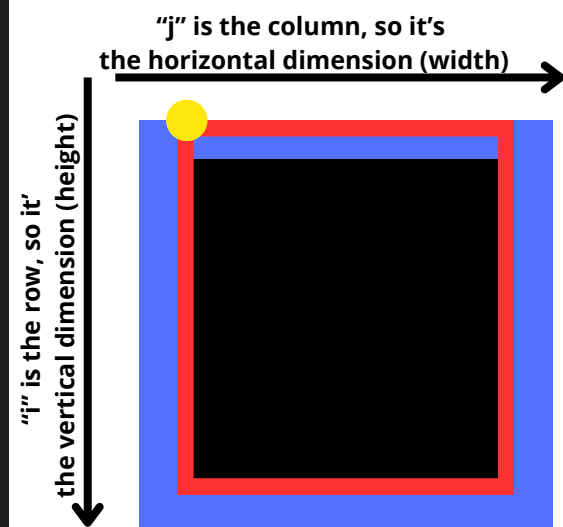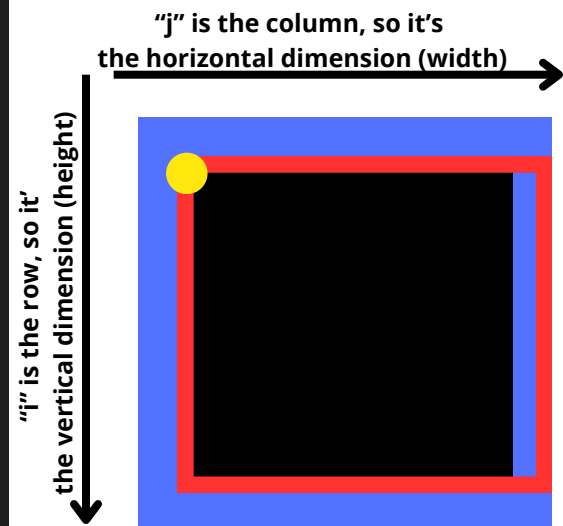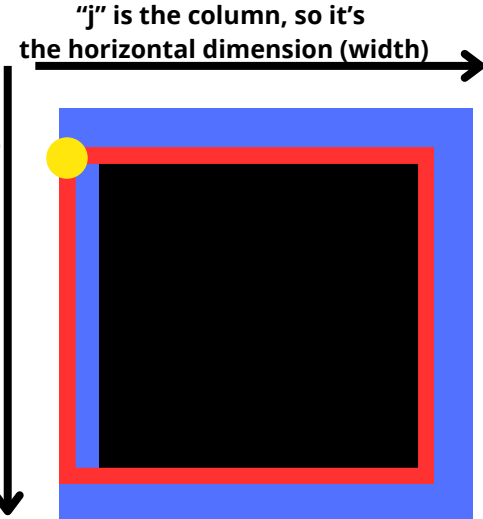```
if (j > 0 && map[i][j- 1] == 1) {
    // 1- if this block is not in left corner
    // and is a wall, and the left-one
    // is a wall too, paint in black:
    // the middle and the left-border
    Rectangle(
        j * ONE_BLOCK_SIZE,
        i * ONE_BLOCK_SIZE + WALL_OFFSET,
        WALL_SPACE + WALL_OFFSET,
        WALL_SPACE,
        "red"
)
}
if (j < map[i].length - 1 && map[i][j + 1] == 1) {
    // 2- if this block is not in the right corner,
    // and is a wall, and the left-one
    // is a wall too, paint in black:
    // the middle and the right-border
    Rectangle(
        j * ONE_BLOCK_SIZE + WALL_OFFSET,
        i * ONE_BLOCK_SIZE + WALL_OFFSET,
        WALL_SPACE + WALL_OFFSET,
        WALL_SPACE,
        "yellow"
)
}
if (i > 0 && map[i - 1][j] == 1) {
    // 3- if this block is a wall, and the top-one
    // is a wall too, paint in black:
    // the middle and the top-border
    Rectangle(
        j * ONE_BLOCK_SIZE + WALL_OFFSET,
        i * ONE_BLOCK_SIZE,
        WALL_SPACE,
        WALL_SPACE + WALL_OFFSET,
        "green"
)
}
if (i < map.length - 1 && map[i + 1][j] == 1) {
    // 4- if this block is a wall, and the bottom-one
    // is a wall too, paint in black:
    // the middle and the bottom-border
    Rectangle(
        j * ONE_BLOCK_SIZE + WALL_OFFSET,
        i * ONE_BLOCK_SIZE + WALL_OFFSET,
        WALL_SPACE,
        WALL_SPACE + WALL_OFFSET,
        "white"
)
}
```

"j" is the column, so it's the horizontal dimension (width)

"i" is the row, so it' the vertical dimension (height)



"j" is the column, so it's the horizontal dimension (width)

"i" is the row, so it' the vertical dimension (height)



"j" is the column, so it's the horizontal dimension (width)

"i" is the row, so it' the vertical dimension (height)



"j" is the column, so it's the horizontal dimension (width)

"i" is the row, so it' the vertical dimension (height)

```javascript
if ( j > 0 && map[i][j- 1] == 1) {
    // 1- if this block is not in left corner
    // and is a wall, and the left-one
    // is a wall too, paint in black:
    // the middle and the left-border
    Rectangle(
        j * ONE_BLOCK_SIZE,
        i * ONE_BLOCK_SIZE + WALL_OFFSET,
        WALL_SPACE + WALL_OFFSET,
        WALL_SPACE,
        "red"
    )
}
```



```javascript
if ( j < map[i].length - 1 && map[i][j + 1] == 1) {
    // 2- if this block is not in the right corner,
    // and is a wall, and the left-one
    // is a wall too, paint in black:
    // the middle and the right-border
    Rectangle(
        j * ONE_BLOCK_SIZE + WALL_OFFSET,
        i * ONE_BLOCK_SIZE + WALL_OFFSET,
        WALL_SPACE + WALL_OFFSET,
        WALL_SPACE,
        "yellow"
    )
}
```



```javascript
if ( i > 0 && map[i - 1][j] == 1) {
    // 3- if this block is a wall, and the top-one
    // is a wall too, paint in black:
    // the middle and the top-border
    Rectangle(
        j * ONE_BLOCK_SIZE + WALL_OFFSET,
        i * ONE_BLOCK_SIZE,
        WALL_SPACE,
        WALL_SPACE + WALL_OFFSET,
        "green"
    )
}
```



```javascript
if ( i < map.length - 1 && map[i + 1][j] == 1) {
    // 4- if this block is a wall, and the bottom-one
    // is a wall too, paint in black:
    // the middle and the bottom-border
    Rectangle(
        j * ONE_BLOCK_SIZE + WALL_OFFSET,
        i * ONE_BLOCK_SIZE + WALL_OFFSET,
        WALL_SPACE,
        WALL_SPACE + WALL_OFFSET,
        "white"
```