Decisions and Loops

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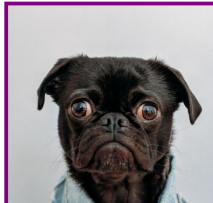Making choices, over and over again

Let's fix our container

SANDRA
CASE

I record, edit and mix audio for projects ranging from film, commercials and documentaries to lectures, audio books, and dialog for educational platforms. I also sound design and restore audio for projects

SoundCloud LinkedIn

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```css
/* media queries define layout and style for devices */
/* add new attributes, overwrite or unset existing ones */
@media (min-width: 0) and (max-width: 1199px) {
    body {
        font-size: 22px;
    }

    #main-content {

        /* let CSS decide about the height */
        height: auto;
        /* define a fraction ratio CSS has to adhere to */
        grid-template-rows: .4fr .6fr;

        /* get some space between border and text */
        padding-bottom: 1em;

        /* move phto and text into their own rows/
        to be above each other */
        grid-template-areas: "photo" "text";
        text-align: center;

    }

    #dog photo {
```

```css
/* fractions are calculated after the available
space in a container is known,
they are flexible units */
grid-template-rows: .4fr .6fr;

/* percentages are calculated before the available
space is known,
they are length units */
grid-template-rows: 40% 60%;
```

Conditionals: Making Decisions

```
if (condition) {
  code to run if condition is true
} else {
  run some other code instead
}
```

Loops: The Definition of Insanity

- automate repetitive tasks

```
// (initializer; exit-condition; final expression) {}
for (var i = 0; i < 5; i++) {
    doSomething();
    noMoreThanFiveTimes();
}
```

```bash
pwd                        // show current location

ls                         // list directory contents

cd path/to/myProject       // change directory

cd ..                      // go up one level

mkdir project              // create new directory

touch file.txt             // Mac:     create new file
ni    file.txt             // Windows: create new file

open .                     // Mac:     open current folder
ii .                       // Windows: open current folder

tab key to auto complete or preview
```

FOLDERS

- webDevClass
  - html
  - images
  - scripts
    - home.js
  - styles
  - .gitattributes
  - .gitignore
  - README.md