

Code

```

function setup() {
  createCanvas(200, 200);
  background(255);

  var left = true;

  for (var i = 0; i < 4; i++) {
    for (var j = 0; j < 4; j++) {
      var x = 25 + j*40;
      var y = 25 + i*40;

      if (left) {
        line(x, y, x, y+20);
        line(x, y+20, x+20, y+20);
      } else {
        line(x, y, x+20, y);
        line(x+20, y, x+20, y+20);
      }

      left = ! left;
    }
  }
}

function draw() {
  // do nothing
}

```

Computer Memory

Name	Value
left	type false true false ...false.
i	0x7f34
j	0x7f34
x	28 65 105 145
y	28 65 105 145

Canvas (200 x 200)

