Calculator

My approach to this assignment was to take it one step at a time. I first made the calculator layout, and made sure all the buttons would print out correctly. I found out that using a css file would be easy to make the borders of the calculator.

I then used data-actions to tell what the buttons purpose was. Over in my javascript file, I made the handleButton method for everytime a button was pushed. This was basically one big switch statement. This would handle what kind of button was being pushed(digit/operator/memory).

If it was a number if would either concatenate onto the screen or start printing out a new number as the second operand. If it was an operator, it would save the first operand.

Once the equals button was pushed, It would take the saved operand, the saved operator and process them and use the second operad to follow was the operation was.

I also used a changeColor and highlight function that worked very similarly. They would highlight the current button being pushed. And either red for operator and light gray for operand. This approach was simple because I followed what I did for the borders and used a css file to make it simple. I chose not to highlight my equals function because I do not count it as an operator, although I do set it, it has its own function. I did not wish to highlight the equals button.

***** Pictures show the operations in order: 75 - 20 = 55 MR 55 M+ MR****

Snake

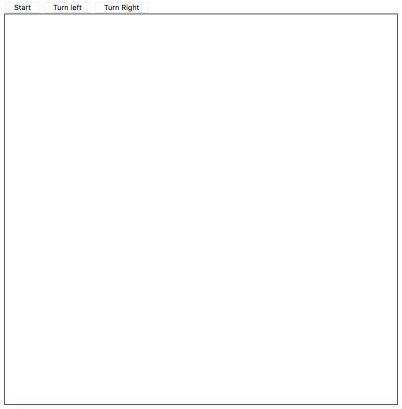
My approach to this assignment was pretty simple. I first made the canvas object and buttons on the page. From here I made one line on the screen to get started. And I then realized I was just going to make a bunch of little lines.

I was going to use a timer to decide every time I was going to make a new line. You start by pressing the “start” button that would turn into the stop button after being pressed. Then the direction would be set and every time the turn left or turn right button is pressed, then the direction would be changed. This would force the lines to now be made in the new direction.

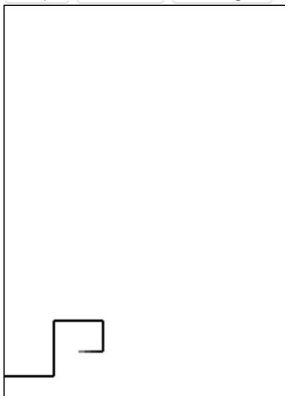
Using the borders, I used the timer to check if the x position was every bigger than 600. If so, the function would stop, and would restart and the push of the start button. The line would start right where it went out of the box. You have to turn the line around otherwise the function will continue to stop. So pressing turn left or turn right twice.

****pictures show button pushed in this order: Start Left Right Right Right (refresh page) Start Left Left Start Right Right *****

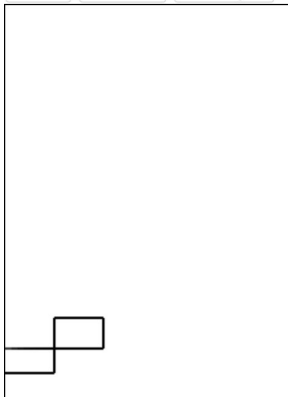
Start Turn left Turn Right



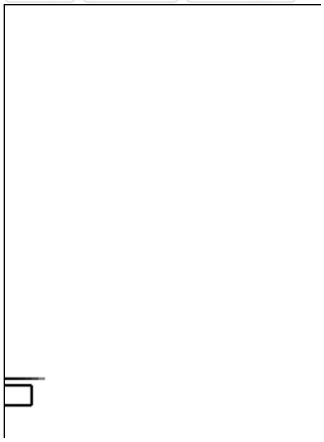
Stop Turn left Turn Right



Start Turn left Turn Right



Stop Turn left Turn Right



75

7	8	9	+
4	5	6	-
1	2	3	*
0	.	=	/
C	MR	M-	M+
MC	(+/-)		

20

7	8	9	+
4	5	6	-
1	2	3	*
0	.	=	/
C	MR	M-	M+
MC	(+/-)		

55

7	8	9	+
4	5	6	-
1	2	3	*
0	.	=	/
C	MR	M-	M+
MC	(+/-)		

0

7	8	9	+
4	5	6	-
1	2	3	*
0	.	=	/
C	MR	M-	M+
MC	(+/-)		

55

7	8	9	+
4	5	6	-
1	2	3	*
0	.	=	/
C	MR	M-	M+
MC	(+/-)		

55

7	8	9	+
4	5	6	-
1	2	3	*
0	.	=	/
C	MR	M-	M+
MC	(+/-)		