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# Pixel Art Maker

REVIEW

CODE REVIEW 5

HISTORY

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```
1 // DOM Elements of HTML
2 const table = document.getElementById("pixelCanvas")
3 const size = document.getElementById("sizePicker");
4 const height = document.getElementById("inputHeight");
```



SUGGESTION

Since the height and width values keep on changing according to the user input, you should use the `let` keyword since `const` is used for variables whose values don't change. You can

```
5 const width = document.getElementById("inputWidth");
6
7 // getting size for table and adding color to selected cell
8 function makeGrid(height, width) {
9     for (let x = 0; x < height; x++) {
```



AWESOME

Nice work using the ES6 variables `let` and `const` instead of the `var` keyword

```
10      var row = table.insertRow(x);
```



AWESOME

## Nice

In my opinion, the already available `.insertRow()` function is the easiest way to append the row becomes complex and tedious. Good work writing a crisp and

```
11      for (let y = 0; y < width; y++) {
12          var cell = row.insertCell(y);
13          cell.addEventListener("click", function (event) {
14              const theColor = document.getElementById("colorPicker").value;
15              event.target.style.backgroundColor = theColor;
16          });
17      }
18  }
19 }
20 // event listener function to Submit button
```



AWESOME

## Great job 🙌

Writing code comments is a very good practice as it helps the reader to understand for a project and are considered as one of the best practices.

```
21 size.addEventListener("submit", function (event) {
22     event.preventDefault();
23     table.innerHTML = "";
24     makeGrid(height.value, width.value);
25 });
```

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