

Assignment week 4 • Grid Design, Arrays and Loops

This week we are going to practice using grids again. This time with a more complex design that needs to be realized. Next, we will practice creating and manipulating arrays, a standard tool that is used for this is a 'loop'. This week there is an 'advanced' version for some exercises. These only need to be made when there is an interest in them.

✍ Implement the following

- Look at the illustration of Appendix 1. Realize this website with the help of a grid (and a flexbox where possible). Take your time with this, there are many details that make the final realized product very interesting.

Here are the instructions:

Width, Height, and Placement: No details are provided regarding the width, height, or placement of the web page. Do your best to mimic the image. If it doesn't work, a total width of 1440px may be used.

Color: The following colors are included with the hsl to make them with using CSS. If you don't know how to use hsl to give colors, visit Then this page: https://developer.mozilla.org/en-US/docs/Web/CSS/color_value/hsl

Purple 100 – hsl(254, 88%, 90%)

Purple 500 – hsl(256, 67%, 59%)

Yellow 100 – HSL(31, 66%, 93%)

Yellow 500 – hsl(39, 100%, 71%)

White – hsl(0, 0%, 100%)

Black – hsl(0, 0%, 7%)

Fonts: The default font size is 18px. Set the font size to the <body> using CSS. The following information is provided.

Font family: DM-Sans; font-weights: 400, 500.

Use the following line in your HTML (in the <head>) to add this new font:

```
<link rel="preconnect" href="https://fonts.googleapis.com">

<link rel="preconnect" href="https://fonts.gstatic.com"
crossorigin>

<link
href="https://fonts.googleapis.com/css2?family=DM+Sans:ital,opsz,
wght@0,9..40,100..1000;1,9..40,100..1000&display=swap"
rel="stylesheet">
```

Then, use the following css rule to apply DM Sans:

```
font-family: "DM Sans", sans-serif
font-optical-sizing: auto;
font-weight: <weight of your choice>;
font-style: normal;
```

Resources: On blackboard there is a ForStudents.zip available within week 4 folder. All the necessary images are available in this folder. Almost all images are of the new WEBP format, these can be used in the same way as 'standard' images.

✍ Implement the following

Task 1a: Create an array called *'colorwheel'* with about 6 different colors. These may be of your own choice. Next, create a function named *'outputColor'* that *doesn't accept a* parameter.

This function, when invoked, will create a random integer between 1 and 6 (including 1 and 6 as options, use the `rand_int` function of PHP). Based on this number, a color will be chosen from the array and displayed.

P.S. think about the scope of the function and the possible placement of the array!

Task 1b: Make a copy of Task 1a's answer and modify it so that **2 colors have a double chance of being chosen relative to** the other colors.

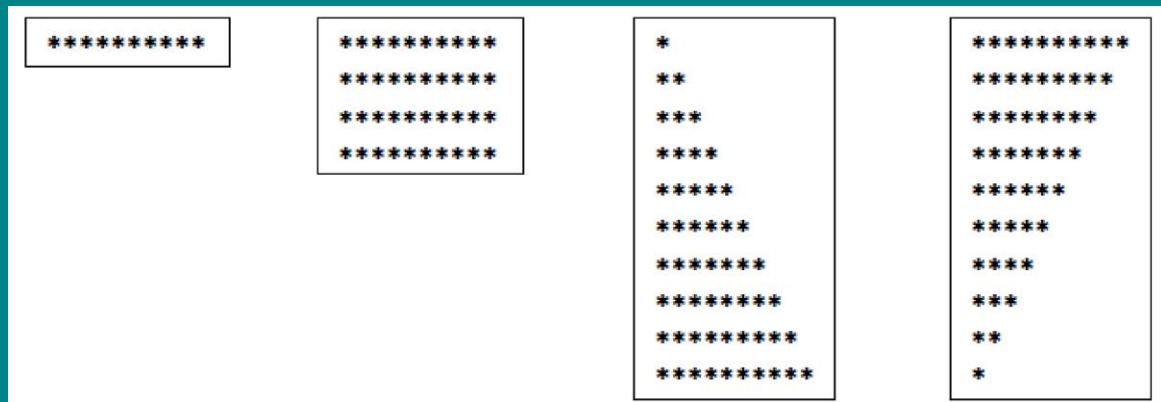
Task 1c – advanced: Make a copy of the answer from Task 1a and modify it so that **the previous color shown has only half a chance of being shown relative to the other colors**. In the first round, there is no previous color shown and all colors have the same chance of being chosen.

Task 2a: Create an array called *'areacodes'* and place the following numbers in this exact sequence in the array: 14, 26, 12, 58, 34, 66, 7, and 41. Write a function that looks up the highest number in the array and displays it on the screen.

Task 2b: Create a function that can search for a number within this array, when found it gives a success! message that also contains the number found. Also, give it a fail! message when the number is not found.

Task 2c – Advanced: Rewrite the search function of Task 2b, but expands the function with the ability to search for multiple numbers. Give a comprehensive success and fail message when applicable. The success message must include **how many times** the number you are looking for has been found in the array.

Task 3a: Build the following 'shapes' using loops and echoes. An ultrasound may contain only a single asterisk (*). Make use of
 when needed. Violating the
 within a <p></p> rule is permitted.



Task 3b: Choose at least 3 shapes from Appendix 2 to recreate.

Task 3c – advanced: Create a function that represents the fibonacci sequence, with commas between the numbers. This function accepts a single parameter called '*count*'. Parameter *count* is used to determine how many numbers of the fibonacci sequence are displayed.

Appendix 1.



Appendix 2.

Assignment 1

```

          *
        * *
      * * *
    * * * *
  * * * * *
* * * * * *

```

Assignment 2

```

* * * * * * * *
  * * * * * * *
    * * * * * *
      * * * * *
        * * * *
          * * *
            * *
              *

```

Assignment 3

```

* * * * * * * *
  * * * * * *
    * * * * *
      * * *
        *

```

Assignment 4

```

          *
        * * *
      * * * *
    * * * * *
  * * * * * *
* * * * * * *

```

Assignment 5

```

*
* *
* * *
* * * *
* * * * *
* * * * * *
* * * * * *
* * * * *
* * * *
* * *
* *
*

```

Assignment 6

```

          *
        * *
      * * *
    * * * *
  * * * * *
* * * * * *
  * * * * *
    * * * *
      * * *
        * *
          *
            *

```

Assignment 7

```
* * * * * * * *
* * * * * * * *
* * * * * *
* * * * * *
* * * *
* * * *
* *
* *
```

Assignment 8

```
* *
* *
* * * *
* * * *
* * * * * *
* * * * * *
* * * * * *
* * * * * *
```

Assignment 9

```
* * * * * * * *
* * * * * * * *
      * * * * *
      * * * * *
            * * * *
            * * * *
                  * *
                  * *
                        * *
                        * *
```

Assignment 10

```
                                * *
                                * *
                                * * * *
                                * * * *
                                * * * * *
                                * * * * *
                                * * * * *
                                * * * * *
                                * * * * *
                                * * * * *
```

Assignment 11

```
*
* *
* * *
* * * *
* * * * *
*
* *
* * *
* * * *
* * * * *
```

Assignment 12

6	7	8
12	14	16
18	21	24
24	28	32
30	35	40
36	42	48
42	49	56
48	56	64
54	63	72
60	70	80

Assignment 13

- + + + + + + +
+ - + + + + + +
+ + - + + + + +
+ + + - + + + +
+ + + + - + + +
+ + + + + - + +
+ + + + + + - +
+ + + + + + + -

Assignment 14

- - - - - - - -
+ - - - - - - -
+ + - - - - - -
+ + + - - - - -
+ + + + - - - -
+ + + + + - - -
+ + + + + + - -
+ + + + + + + -
+ + + + + + + +

Assignment 15

+ + + + + + + + + + + + + +
- + + + + + + + + + + + + -
- - + + + + + + + + + + - -
- - - + + + + + + + + + - - -
- - - - + + + + + + + - - - -
- - - - - + + + + + - - - - -
- - - - - - + + + - - - - - -
- - - - - - - + - - - - - - -
- - - - - - - - - - - - - -

Assignment 16

- - - - - - - - - - - - - -
- - - - - - - + - - - - - - -
- - - - - - + + + - - - - - -
- - - - - + + + + + - - - - -
- - - - + + + + + + + + - - -
- - - + + + + + + + + + + - -
- - + + + + + + + + + + + - -
- + + + + + + + + + + + + + -
+ + + + + + + + + + + + + +

Assignment 17

```
- - - - - - - +
- - - - - - + +
- - - - - + + +
- - - - + + + +
- - - + + + + +
- - + + + + + +
- + + + + + + +
+ + + + + + + +
- + + + + + + +
- - + + + + + +
- - - + + + + +
- - - - + + + +
- - - - - + + +
- - - - - - + +
- - - - - - + +
```

Assignment 18

```
+ - - - - - - -
+ + - - - - - -
+ + + - - - - -
+ + + + - - - -
+ + + + + - - -
+ + + + + + - -
+ + + + + + + -
+ + + + + + + +
+ + + + + + + -
+ + + + + + - -
+ + + + + - - -
+ + + + - - - -
+ + + - - - - -
+ + - - - - - -
+ - - - - - - -
```

Assignment 19

```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
1 2 3 4 5 6
```

Assignment 20

```
1 2 3 4 5 6
1 2 3 4 5
1 2 3 4
1 2 3
1 2
1
```

Assignment 21

```

      1
    2 1
  3 2 1
4 3 2 1
5 4 3 2 1
6 5 4 3 2 1
```

Assignment 22

```
1 2 3 4 5 6
  1 2 3 4 5
    1 2 3 4
      1 2 3
        1 2
          1
```

Assignment 23

```
1 2 3 4 5 6
  2 3 4 5 6
    3 4 5 6
      4 5 6
        5 6
          6
```

Assignment 24

```
0 1 2 3 4 5 6 7 8 9
1 2 3 4 5 6 7 8 9 0
2 3 4 5 6 7 8 9 0 1
3 4 5 6 7 8 9 0 1 2
4 5 6 7 8 9 0 1 2 3
5 6 7 8 9 0 1 2 3 4
6 7 8 9 0 1 2 3 4 5
7 8 9 0 1 2 3 4 5 6
8 9 0 1 2 3 4 5 6 7
9 0 1 2 3 4 5 6 7 8
```