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N220

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**Lab 1**

<https://rkkuhn.github.io/N220Spring2023/>

I noticed I named my repository N220Spring2023 and not Summer. If you want me to change it, I can set up a new repository and attach everything to the new location.

Next, you wanted to know how I planned my code. First, I created a small algorithm to get started. As I continued to code, I realized, looking over my notes there were things I wanted to add, such as movement, strokes, and fills. I needed help with getting the three shapes positioned on the page. After each change, I had to manually play around with the coordinates and see where the shape was on the screen. Is there any documentation on x and y coordinates depending on the page layout size to help make it easier and faster to have your locations for the objects?

This was an eye-opening experience in creating stuff for the web. HTML can only do so much, and with just what little basic code I created, the potential with P5 is astounding. This assignment is only the first one, and I look forward to the rest of the class. I wish I had known about GitHub Desktop before now. Doing it manually from the command line is a pain. Knowing how to do it that way is good, but the desktop version is 100 times more accessible.

My planning process started with a small algorithm that grew as I continued to code and review my notes for things to do and play around with on this assignment.

// Create a canvas and background color.

// Create global variables.

// Create a circle.

// Fill the circle with a color.

From here, I reviewed my notes from the lectures and readings and decided to add the following:

1. Create another circle.
2. Create a square.
3. Add movement to each of the objects.
4. Use the UP\_ARROW command to change the color.