

Activity 4.4 - Checker Board

Overview

In this activity, you will use nested for loops to draw a checkerboard pattern.

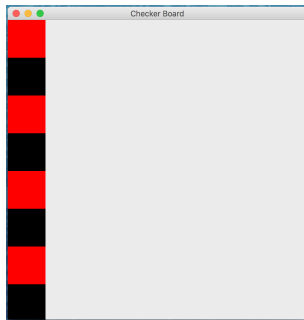
Instructions

Getting Started

1. Create an "Activity4.4" directory and open the folder in VScode.
2. Import "[CheckerBoard.java](#)".

Part 1: Draw one column

1. Use a for-loop to draw a single column of 8 squares with alternating colors. Make sure to use the `NUM_ROWS` constant in your loop condition.

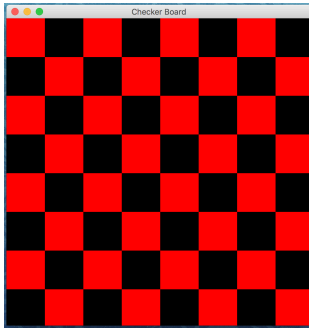


Part 2: Draw a full checkerboard

1. Use a nested for-loop to extend to a full checkerboard. Make sure to use the `NUM_COLS` constant in your inner for-loop condition. **HINT: Squares should be red if the row number and column number are *both* even or *both* odd. Squares**



should be black if one is even and one is odd.



Terminology Identification

In your code add comments identifying examples of the following: nested loops, initial conditions, terminating conditions, conditional. These should be identified with an @keyterm tag within the comment.

Code Review

When you are finished with this activity, pair up with a classmate and review each other's code to make sure it meets all the requirements.

Submission

After completing the assignment, use the assignment link in Canvas and follow the submission instructions there. You will upload your `CheckerBoard.java` file and submit your reflection in the "Comments" box.

Reflection Requirements

Write a one paragraph reflection describing your experience with this activity. The reflection should also include the name of your code review partner AND something interesting you found in their code. Please review the activity rubric for more details.



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