# AP CS A Journal Sophia Bagley

#### Fri May 17

- Restarted project in VSCode, decided on relearning how to code in HTML and CSS

# Home About Game Instagram

Celiac Disease is a serious autoimmune disease that can affect people of all ages, ethnicities, and genders. Recently, studies have shown that the prevalence of Celiac Disease is significantly increasing in the global population. There are no cures to this disease, and the only solution is to go on a 100% gluten-free diet. This can have both detrimental social and emotional impacts on people. The list of symptoms and related conditions alone would exceed this page; however, some common side effects include anemia, skin rashes, infertility, reduced bone-density, psychological disorders, and, of course, digestive issues.

With a disease that only affects about one percent of the population, I am usually the first time someone has ever met a person with Celiac. One percent is already an incremental amount of the population, yet about 83% of people with Celiac Disease remain undiagnosed or misdiagnosed. This staggering amount is primarily a result of the lack of education and communication surrounding the topic. Not only do people not know what Celiac Disease is, but they also are not aware of what gluten is. The goal of this book is to educate and inform people about the impacts of Celiac Disease on daily life through personal stories in order to bridge an educational gap to spread awareness.

- Created navigation bar
- Planning on creating website as a final project
- Will create Snake game if time

#### Mon May 19

- Created index, game, and about files
- Learned what a div is, added text and line breaks

```
√ <head>

     <meta charset="UTF-8" />
     <title>Invisible Grains</title>
     <link rel="stylesheet" href = "style.css"/>
< <body style="text-align: center">
     <h1>Invisible Grains</h1>
     ul id="nav">
       <a href="index.html">Home</a>
       <a href="about.html">About</a>
       <a href="game.html">Game</a>
       <a href="https://www.instagram.com/invisiblegrains/">Instagram</a>
     <div id="score">Score: 0</div>
     <canvas id="snake-game" width="300" height = "300"></canvas>
     <script src="game.js"></script>
     In the game of Snake, the player uses the arrow keys to move a "snake" around the board.
       As the snake finds apples (red squares), it grows larger. Unfortunately, this snake has Celiac Disea
       and the bread (brown squares) harm the snake and the score goes down.
       The game ends when the snake either moves off the screen or moves into itself.
       The goal is to make the snake as large as possible before that happens.
```

- Made game.html
- Javascript
  - Created the snake as a type of arraylist
  - Created drawBoard()

```
function drawBoard()
{
  let checker = false;

  for (let row = 0; row < boardSize; row++)
  {
    for (let col = 0; col < boardSize; col++)
    {
      checker = !checker;
      if(checker)
      {
         ctx.fillStyle = "#65b335"
      }
      else
      {
         ctx.fillStyle = "green"
      }
      ctx.fillRect(col * tileSize, row * tileSize, tileSize, tileSize);
    }
    checker = !checker;
}</pre>
```

- Created drawSnake()
- Created apple()

# Tues May 20

- Created move function
- Learning push and pop and shift and unshift
- Wrote arrow key detection code handleKeyDown()

# Wed May 21

- Implementing Pop in move
- Added shift and unshift
- Added Bread
  - -50 points if eaten
- Working snake game

# Thu May 22

- Added Score function
- Added game description
- Added title bar above navigation bar

