Helloeveryone:

This lecture has a resource that you can download with the refactored Patatap Clone code.

In the refactor, the circles in the array are checked to see if their**area** is lessthan 1. If this condition returns true, then the circle is removed from the screen and from the array and i is decremented so the loop doesn't skip a circle now that it's been shifted as a result ofthe .splice() function. See below:

```
function onFrame(event){
  for(var i = 0; i < circles.length; i++){
    circles[i].scale(0.9);
    circles[i].fillColor.hue += 1;
    if(circles[i].area < 1){
      circles[i].remove(); // remove the circle from the canvas
      circles.splice(i, 1); // remove the circle from the array
      i--; // decrement i so that the loop doesn't skip a circle because of .splice()
      console.log(circles);
    }
  }
}
```

I left a console.log() of the circles array so you could see this in action from your chrome developer tools.

Meanwhile, if you want to get rid of the Cross Origin errors in the console, you'll need to run a local HTTP server from your project's directory and load the circles.html file from there. The steps are as follows:

Note:if using Windows, see instructions here (https://docs.google.com/document/d/1tq4F-E-dGB22O4qs7YsvpcdxXmwj9SJ0-GZVccyeaSU/edit)

1) navigate to your project folder in the terminal

2) run:

```
python -m SimpleHTTPServer
```

3) open up your browser and navigate to http://localhost:8000

4) select the circles.html file

Credit to Daniel and Tim for their help with the solution, thanks y'all!

Cheers,
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