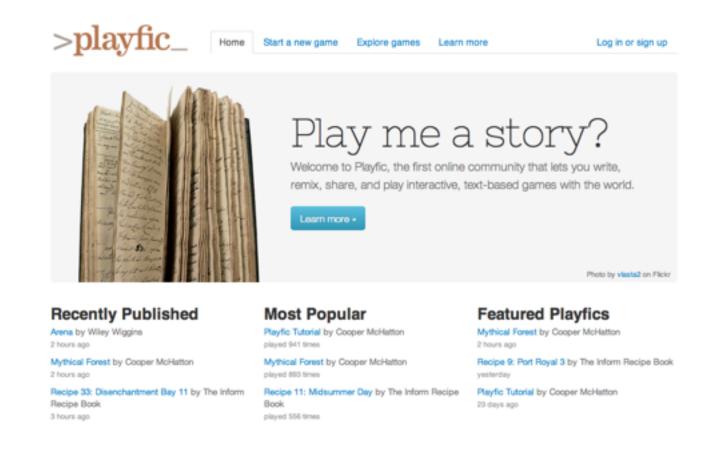
Coder Dojo 2012-02-25

HTML5 Shuffle Puzzle CONTINUED

	Question 1:
	Search Engines and the Web
	http://www.w3.org/1999/xhtml
D	botto: // www. wikipedia.org/wiki/ Higher_education
10	http://www.wikipedia.org/wiki/Sebastian_Thrun both high quality and low cost
0	http://www.wikipedia.org/wiki/Digital_Life_Design
H	

UDACity.com - Build a search engine <u>UDACITY Webcrawler</u>



playfic.com, make your own text adventure

MineCraft Servers and networking

LAST week...

Just display

github.com/willknott github.com/coderdojo

Last week's slides, code (puzzle1) and images are available

```
Next, create a function to start the Puzzle
function initPuzzle(){
       pieces = [];
       mouse = \{x:0,y:0\};
       currentPiece = null;
       currentDropPiece = null;
       stage.drawlmage(img,
          0, 0, puzzleWidth, puzzleHeight,
          0, 0, puzzleWidth, puzzleHeight);
       buildPieces();
```

//Initializing bits for later

Huh? You created these variables...

```
currentPiece = null;
currentDropPiece = null;
Null means "No value".
mouse = {x:0,y:0};
This is a full one value array...and an object.
```

Think about it, what does a mouse position consist of...

```
pieces = [];
This is an empty array
```

What is an array?

http://www.w3schools.com/js/js_obj_array.asp

An array is a variable that can contain more than one value.

You can declare a complete array, or, push values on to an array.

For

```
We are about to hit a for loop
http://www.w3schools.com/js/js_loop_for.asp
 for (variable=startvalue;
     variable<=endvalue;
     variable=variable+increment)
       do something
```

Now let's make a function to split our image into pieces

```
function buildPieces(){
       var i;
       var piece;
       var xPos = 0;
       var yPos = 0;
       for(i = 0;
          i < (PUZZLE DIFFICULTY * PUZZLE DIFFICULTY);</pre>
          i++){
            piece = {}; //new object
            piece.sx = xPos;
            piece.sy = yPos;
            pieces.push(piece);
            //add this object to the pieces array
```

Continued from last page

```
xPos += pieceWidth; //move a piece to the right
    if(xPos >= puzzleWidth){
        xPos = 0;
        Mback to the left edge
        yPos += pieceHeight;
        H and move down one
    } // end of if
} //end of for
document.onmousedown = shufflePuzzle;
```

After dividing up our image, we need to shuffle them around.

Or cheat by just reversing the order

```
function shuffleArray(o)
    {
       return o.reverse();
    }
```

http://www.w3schools.com/jsref/jsref_reverse.asp

Yes this does make a crap game.
We'll look at shuffling and other mathematics next time.

And we've run out of time

We'll continue this next week