Code

```
size(200, 200);
background(255);
int gridSize = 40;
int counter = 0;
int x = 30;
while (x < width - gridSize) {</pre>
  int y = 30;
  while (y < height - gridSize) {</pre>
    // % is the "remainder" operator
    // counter % 7 is 0 if (and only if) counter is a multiple of 7
    if (counter % 7 == 0) {
      noStroke();
      fill(0);
    } else {
      stroke(0);
      fill(255);
    rect(x, y, 20, 20);
    counter = counter + 1;
    y += gridSize;
  x += gridSize;
```

Computer Memory

Name	Value

Canvas (200 x 200)

1		