

Name: \_\_\_\_\_

## Code

```
size(200, 200);
background(255);

int gridSize = 40;
int counter = 0;

int x = 30;
while (x < width - gridSize) {
    int y = 30;
    while (y < height - gridSize) {
        // % 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)

