

CompSci Journal '23

August 11, 2023

12:57 PM

My code - I'm done for the day, I think.

JavaScript

```
<!--Kimber Barrera Created this page during CS Summer Academy -->
```

```
<html>
```

```
<head>
```

```
<style>
```

```
h1{
  color:crimson;
  font-size: 36.0px;
  font-weight: bold;
  font-family: "courier new";
}
```

```
#two{
  color:Green;
  font-size: 20.0px;
  font-weight: bold;
  font-family: "courier new";
}
```

```
body{
  color:blue;
  font-size: 18.0px;
  font-weight: normal;
  font-family: "Helvetica";
}
```

```
hr.rounded {
  border-top: 8px solid #bbb;
  border-radius: 5px;
}
```

```
.button1 {
background-color: #0000FF;
border: none;
color: #FFFFFF;
padding: 15px 32px;
text-align: center;
text-decoration: none;
display: inline-block;
border-radius: 12px;
font-size: 18px;
```

```

margin: 4px 2px;
cursor: pointer;
float: center;
}

.button2 {
background-color: #F70B0B;
border: none;
color: #FFFFFF;
padding: 15px 32px;
text-align: center;
text-decoration: none;
display: inline-block;
border-radius: 12px;
font-size: 18px;
margin: 4px 2px;
cursor: pointer;
float: center;
}

.button3 {
background-color: #F70B0B;
color: #FFFFFF;
padding: 15px 32px;
text-align: center;
text-decoration: none;
height: 50px;
width: 250px;
background-color: red; /* For browsers that do not support gradients */
background-image: radial-gradient(red, blue, red);
display: center-block;
border-radius: 12px;
font-size: 18px;
margin: 4px 2px;
cursor: pointer;
float: center;
}
</style>

<script>
var setting = " "
var character = " "
var climax = " "
var resolution = " "

function print(str)
{
document.getElementById("outputFirstDraft").innerHTML += str + "<br />";
}

function asksetting()

```

```

{
    setting=prompt("Please write a setting that is at least 3 sentences. Ms. B loves it if
you write more.");
}

function askcharacter()
{
    character=prompt("Please describe the characters for your story. Remember your S.T.E.A.L.
to create them. Ms. B loves it if you write more than 3 sentences.");
}

function askclimax()
{
    climax=prompt("Please write the climax moment for a character. Remember that a climax is
a turning point for the character. Ask yourself 'How do they change?'. Ms. B loves it if
you write more than 3 sentences.");
}

function askresolution()
{
    resolution=prompt("Please write a resolution for a problem of a character. After the
climax changed them, explain where a character will end their story. Ms. B loves it if you
write more than 3 sentences.");
}

function FirstDraft()
{
    document.getElementById("box").value=setting+" "+character+" "+climax+" "+resolution;
}
</script>
</head>

<body>

<h1>
<center> Creative Writing Collaboration and Revision </center>

</h1>

<h1 id="two">

<center> <i> "How do I create something out of nothing? And how do I create my own life? I think it is
by questioning, and saying to myself that there are no absolute truths."
– Amy Tan </i></center>

</h1>
<br /><br />

Directions:

```

```

<ol>
  <li>Your teacher will assign you a section of story to write: Setting, Characters, Climax,
  Resolution</li>
  <li>Each group partner will take the computer and enter their story idea for their section. Remember:
  write your section as if you are writing the story.</li>
  <li>As a class, we will collaborate to edit the website output of the different parts to produce a more
  coherent story.</li>
</ol>

  <center>
    <hr class="rounded"><br />

    <input type="button" class="button1" onclick="asksetting()"
      value="Setting" />

    <input type="button" class="button2" onclick="askcharacter()"
      value="Characters" />

    <input type="button" class="button1" onclick="askclimax()"
      value="Climax" />

    <input type="button" class="button2" onclick="askresolution()"
      value="Resolution" />

  <div id="output"></div>
  <br><hr class="rounded">

    <input type="button" class="button3" onclick="FirstDraft()"
      value="Let's put it together!" />

  <div id="outputFirstDraft"></div>
  <textarea rows="25" cols="80" id="box"></textarea>
</center>
</body>

</html>

```

8:55 AM

I've been really happy with the functionality of my website. I agree with the guy who just spoke that we need productive struggle in our classrooms.

I know that I love using the journal.

August 10, 2023

Below is my final code for the day.

JavaScript

```
<!-- FirstPage.html CSP 2022 -->
```

```
<html>
```

```
<head>
```

```
<style>
```

```
h1{  
  
  color:crimson;  
  
  font-size: 24.0px;  
  
  font-weight: bold;  
  
  font-family: "courier new";  
  
}
```

```
#two{  
  
  color:Green;  
  
  font-size: 24.0px;  
  
  font-weight: bold;  
  
  font-family: "courier new";  
  
}
```

```
body{  
  
  color:blue;  
  
  font-size: 18.0px;  
  
  font-weight: normal  
;  
  
  font-family: "Helvetica";  
  
}
```

```
/* Rounded border */  
hr.rounded {  
  border-top: 8px solid #bbb;
```

```
border-radius: 5px;
}
```

```
</style>
```

```
<script>
```

```
var setting = " "  
var character = " "  
var climax = " "  
var resolution = " "
```

```
function print(str)
```

```
{
```

```
    document.getElementById("outputFirstDraft").innerHTML += str + "<br />";
```

```
}
```

```
function asksetting()
```

```
{  
    setting=prompt("Please write a setting that is at least 3 sentences. Ms. B loves it if  
you write more.");  
  
}
```

```
function askcharacter()
```

```
{  
    character=prompt("Please describe the characters for your story. Remember your S.T.E.A.L.  
to create them. Ms. B loves it if you write more than 3 sentences.");  
}
```

```
function askclimax() //Flagged - edit description
```

```
{  
    climax=prompt("Please write the climax moment for a character. Remember that a climax is  
a turning point for the character. Ask yourself 'How do they change?'. Ms. B loves it if  
you write more than 3 sentences.");  
}
```

```
function askresolution() // Flagged
```

```
{  
    resolution=prompt("Please write a resolution for a problem of a character. After the  
climax changed them, explain where a character will end their story. Ms. B loves it if you  
write more than 3 sentences.");  
}
```

```
function FirstDraft()
```

```
{
```

```

        document.getElementById("box").value =setting+" "+character+" "+climax+" "+resolution;
    }
</script>

</head>

<body>

<h1>

<center><u> Ms. Barrera 's Creative Writing Collaborative Editing</u> <br /> webpage. </center>
</h1>
<h1 id="two">

    <center> <i> We begin with nothing and make something. </i></center>
</h1>
<br /><br />

<i> Directions: </i>
<ol>
    <li>Ms. Barrera will assign you a section of story to write: Setting, Characters, Climax,
Resolution</li>
    <li>Each group partner will take the computer and enter their story idea for their section. Remember:
write your section as if you are writing the story.</li>
    <li>As a class, we will collaborate to edit the website output of the different parts to produce a more
coherent story.</li>
</ol>

<hr class="rounded">

<br />

<input type="button" onclick="asksetting()"

    value="Setting" />

<input type="button" onclick="askcharacter()"

    value="Characters" />

<input type="button" onclick="askclimax()"

    value="Climax" />

<input type="button" onclick="askresolution()"

```

```

        value="Resolution" />

<div id="output"></div>
<hr class="rounded">

<input type="button" onclick="FirstDraft()"

        value="First Draft" />

<div id="outputFirstDraft"></div>
<textarea id="box"></textarea>
</body>
</html>

```

August 9, 2023

3:25 PM

I'm proud of what my page is starting to look like. But really, I should have started with figuring out functionality before I started to think about the text etc. I am honestly not sure if what I want to be able to do is the best way to do it essentially.

I'm also struggling with the idea that I want to do it myself (for the personal victory), but will definitely need help. That's the part I struggle with. I think I need help with figuring out what is going to be able to be done (easily) and which of my ideas are pipe dreams.

- 1) My kids will be assigned a section by me.
- 2) They will type it into the website.
- 3) I have a random button that I click and it will combine one entry from each section into a editable text box.
- 4) My students and I will edit the mash-up projected on the white board.
- 5) I can e-mail (easy)/post to Google Classroom (easily shared)/PDF(easy, but not editable in the future)/Google Doc (easily sharable & editable) the finalized mash-up.

My webpage Code:

```

Java
<!-- FirstPage.html CSP 2022 -->

```



```
<html>
<head>
<style>
  heading{
    color:crimson;
    font-size: 24.0px;
    font-weight: bold;
    font-family: "courier new";
  }

  heading2{
    color:Green;
    font-size: 24.0px;
    font-weight: bold;
    font-family: "courier new";
  }

  body{
    color:blue;
    font-size: 18.0px;
    font-weight: normal
;

    font-family: "Helvetica";

  }

/* Rounded border */
hr.rounded {
  border-top: 8px solid #bbb;
  border-radius: 5px;
}

</style>

<script>

function print(str)

{

  document.getElementById("output").innerHTML += str + "<br />";

}

</script>
```

```
</head>
```

```
<heading>
```

```
<u> <center>Ms. Barrera's Creative Writing Collaborative Editing</u> <br/> webpage. </center>  
<br /><br /><br />
```

```
</heading>
```

```
<heading2>
```

```
<i> <center> We begin with nothing and make something. </center>
```

```
</heading2>
```

```
<br /><br />
```

```
<body>
```

```
</i> Let's think about how we will do this. </i>
```

```
<ol>
```

```
  <li>Ms. Barrera will assign you a section of story to write: Setting, Characters, Climax,  
  Resolution</li></br>
```

```
  <li>This website will combine one setting, with a different character, then pull in a  
  rising action, a climax etc. (You get it)</li></br>
```

```
  <li>As a class, we will collaborate to edit the website output of the different parts to  
  produce a more coherent story.</li>
```

```
</ol>
```

```
<form action="/action_page.php">
```

```
  <label for="Setting">Setting:</label>
```

```
  <input type="text" id="Setting" name="Setting" minlength="75"><br><br>
```

```
  <label for="Character">Character:</label>
```

```
  <input type="text" id="Character" name="Character" minlength="75"><br><br>
```

```
<label for="Climax">Climax:</label>
```

```
  <input type="text" id="Climax" name="Climax" minlength="75"><br><br>
```

```
<label for="Resolution">Resolution:</label>
```

```
  <input type="text" id="Resolution" name="Resolution" minlength="75"><br><br>
```

```
  <input type="submit" value="Submit">
```

```
</form>
```

```
<hr class ="rounded">
```

```
</body>
```

```
<br />
```

```
<input type="button" onclick="print('CPS 2022')"
```

```
value="Produce Output" /><br />  
  
<div id="output"></div>  
  
</html>
```

12:25 PM

This is where I'm starting to get into the weeds. My pattern kept repeating at the top and took me a long time to change the x to 10 rather than 0.

JavaScript

```
var x2 = 50;  
for (var x = 10; x < 600; x +=100)  
{  
  setColor (x%20);  
  drawCircle (x, x, 5);  
}
```



9:58AM

```
//sets the number of equal sides to the shape
```

```
function setNumberOfVertices(num)
```

```
// ratio defines how far from the previous point the next point is plotted  
toward the next vertex.
```

```
//.1:1 would make the dot and further clusters very close to the initial  
vertice
```

```
//a tiny plot ratio keeps each dot iteration very close to the center of the  
initial vertice
```

```
//a small plot ratio will create dots all over the shape
```

```
//a large plot ratio will plot the dot (LOL, I rhyme) close to the next vertice  
and then cluster there
```

```
function setPlotRatio(ratio)
```

```
//sets the size of the whole figure
```

```
function setMagnification(mag)
```

```
{  
    magnification = mag;  
}
```

```
function setMaxIterations(iters)
```

```
{  
    maxIterations = iters;  
}
```

```
function setOrientation(angle)
```

9:21 AM

Defining my API

```
//draw a geometric shape where each side is the same using vertices of a regular  
polygon
```

```
//vertexSize is the size of the polygon vertices
```

```
//pointSize generates dots for the geometric shape that are of the given size
```

```
Function drawFractal (VertexSize, pointSize)
```

```
//draws a portion of a line with end points
```

```
// (x1, y1) and (x2, y2)
```

```
function drawSegment(x1, y1, x2, y2)
```

8:47 AM

Questions:

- So, recently, outside API not being allowed anymore on Reddit means that people couldn't create their own code (like ICE Graphics) to pull in Reddit anymore and place it into their own apps?
- When people on anti-work talk about writing a "script" to make reports so that their job is faster (taking a 2 day task and making it 10 seconds); what does that mean for them?

August 8, 2023

EOD Reflection

Today was hard, but easy. Hard because it was messing with numbers of things I didn't understand and was trying to figure out. Easy in that I was just messing with numbers and didn't need to really think about it in the beforehand. Instead, I was trying to figure out what it did when I changed something so that I could understand what function it had in creating the graphics. This is where I was stuck when we finished because I understood the vertices, but not the clusters part of it.

I really appreciated the kinesthetic demonstration, but I wish that was coupled with the code itself so that I could see. Sort of like what that one site did for us that's down below where it took my input and output with the red and green arrows and showed what the output is for that.

Finally, I'm going to be honest and the repeating function is still pretty beyond my grasp. I appreciate that I'm in a beginner class, and I'm taking already provided code and playing with it and that it'll teach me how it functions. I just want to know already. Personally, I'm doing a good job with not comparing myself to others in how they create, because I know that they are wildly beyond my abilities, but if given the chance - I could make it. Wish I could take classes like this for fun. Maybe someday.

2:38 PM

I really don't get the repetition function(right word?). I was trying to get these clusters and I didn't get to where I wanted because its new. I don't want just vertices (which I get) but the designs like Peter had and be able to understand why it does that. I'm not there yet.

12:31 PM

So after talking with classmates and teachers, here is the final version.

JavaScript

```
setNumberOfVertices(12);  
setPlotRatio(0.25);  
setMagnification(1.25);  
setOrientation(0);  
setMaxIterations(1);  
drawFractal(9,1);
```

```
setNumberOfVertices(9);  
setPlotRatio(0.5);  
setMagnification(.75);  
setOrientation(0);  
setMaxIterations(1);  
drawFractal(25,1);
```

```
setNumberOfVertices(20);  
setPlotRatio(0.5);  
setMagnification(.25);  
setOrientation(0);  
setMaxIterations(1);  
drawFractal(50,1);
```



I am able to put the new graphics ICE together! Woot Woot. But then I picked a number too big and crashed my ICE. Boo.

JavaScript

```
setNumberOfVertices(12);
```

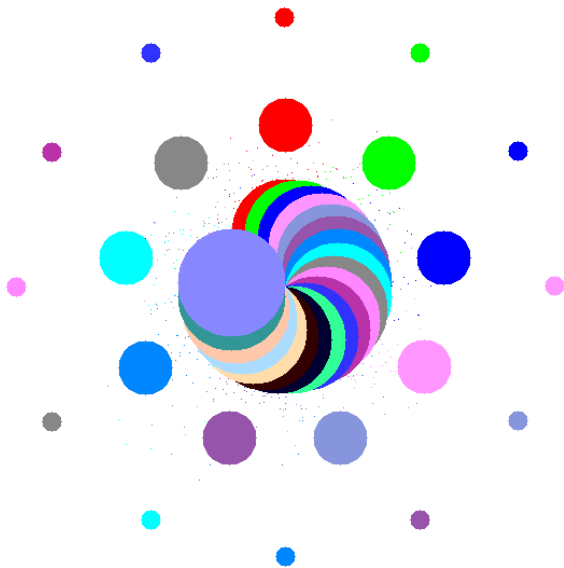
```

setPlotRatio(0.25);
setMagnification(1.25);
setOrientation(0);
setMaxIterations(200);
drawFractal(9,1);

setNumberOfVertices(9);
setPlotRatio(0.5);
setMagnification(.75);
setOrientation(0);
setMaxIterations(700);
drawFractal(25,1);

setNumberOfVertices(25);
setPlotRatio(0.5);
setMagnification(.25);
setOrientation(0);
setMaxIterations(12);
drawFractal(50,1);

```



11:45 AM

I was able to put in the text to compare the numbers and it took me too long (LOL) to figure out how to display the correct variable. I kept trying to base it on my numbers, and not the fact that those numbers could change.

JavaScript

```
var x=2
var y=3

console.log("Let's compare two numbers...")
console.log("Our first number is", x)
console.log("Our second number is", y)
if (x > y)
{
  console.log("The larger value is", x);
}
else
{
  console.log("The smaller value is", x);
}
printLine(x);
```

JavaScript ES6
[known limitations](#)

```
1 var x=2
2 var y=3
3
4 console.log("Let's compare two numbers...")
5 console.log("Our first number is", x)
6 console.log("Our second number is", y)
7 if (x > y)
8 {
9   console.log("The larger value is", x);
10 }
11 else
12 {
13   console.log("The smaller value is", x);
14 }
→ 15 printLine(x);
```

[Edit this code](#)

Print output (drag lower right corner to resize)

```
Let's compare two numbers...
Our first number is 2
Our second number is 3
The smaller value is 2
```

Frames

Objects

Global frame

x	2
y	3

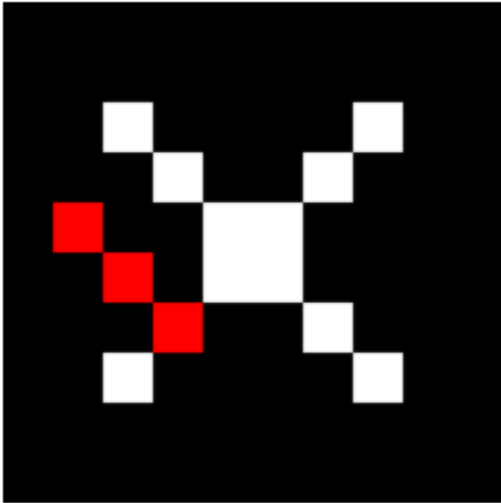
9:45 AM

I had success when I was able to turn the white pixel to the red that I wanted.

JavaScript

```
image = new SimpleImage("x.png");
image.setZoom(20);

pixel = image.getPixel(1, 4);
pixel.setRed(255);
pixel = image.getPixel(2, 5);
pixel.setRed(255);
pixel = image.getPixel(3, 6);
pixel.setRed(255);
pixel.setBlue(0);
pixel.setGreen(0);
print(image);
```



8:45 AM

1. What was the best thing that I produced yesterday?

I was happy that I knew that you needed to put the photo into the folder even though I didn't do it myself, but I remembered it.

August 7, 2023

1:33 PM

1. What exploration was particularly interesting, motivational, or inspired a strong sense of personal accomplishment?

I felt a strong sense of accomplishment when I was able to find a function to try and put into my work. It was a line color function. I was also able to put the green section behind and improve my API?.

```
makeLineOfColor("yellow");
```

2. What exploration was particularly challenging, less interesting, or resulted in significant struggles to accomplish your goals?

I was unable to make the hello and the line of color merge like a highlight. I was also unable to make the line of color longer. That's what I was trying to do with adding a size, (after the "yellow" by adding length numbers) but it didn't work

3. What activities were not explored that you would like to include for future consideration?

There were other people who were adding photos, and I remember how to do that but I didn't try it.

```
0 x = 57;
1 y = 23;
2 printLine("x + y");
3 printLine(x + y);
4 setBackgroundColor("lightgreen");
5 makeLineOfColor("yellow");
6 print('hello');
```

run

```
x + y
80
hello
```

JavaScript

```
x = 57;

y = 23;

printLine("x + y");

printLine(x + y);

setBackgroundColor("lightgreen");

makeLineOfColor("yellow");
print('hello');
```

