

# Planning

## Fundamentals

Variables: Declaration, Assignment, Reassignment

Typing: Strings, Integers/Floats, Boolean

Arithmetic `-` `+` `*` `/`

## Conditional Logic / Control flow

- `if` `else` `elseif`
- boolean conditions and comparison operators `==`
- logical operators `&&` `||`

## Iteration

- `for` `while`
- arrays

## Functions

## Other concepts

Coordinates (Cartesian/Polar)

Colour space / Additive Colour / RGBA / HSB

Pseudocode / Debugging / Logging

Data structures - JSON / XML / CSV

Objects

**Pseudoclassical** and other patterns (e.g. **IIFE**)

<https://addyosmani.com/resources/essentialjsdesignpatterns/book/>

Ternary statements

Development environment - Atom + plugins/extensions

Math functions - random, sine

map()

P5JS

pixel arrays

stroke, fill, other functions

library globals

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