Watercolor Grid – Helpful Hints

1 - To generate the proper color for the grid, use this helper function:

```
function getColor(val){
    var color = Color.createFromRGBL(64, 91, 122, 1 - val/NUM_MOVES);
    return color;
}
```

This will generate a shade of blue from white to black, where `val` is the number of times we have moved over that space.

2 - If you need to clear everything on the canvas and redraw with new values, you can use this method:

```
removeAll();
```

to remove all graphical objects on the canvas.

3 - You may notice that your Grid stores values at `(row, col)` locations, with `row` increasing in the down direction and `col` increasing in the right direction. Compare this to the canvas which stores values at `(x, y)` locations, with `x` increasing in the right direction and `y` increasing in the down direction. `row` increases as `y` increases and `col` increases as `x` increases. You may find it useful to write these helper function:

```
/*
 * Takes an x coordinate as a parameter and
 * returns the col index on the Grid that contains
 * the given x coordinate.
 */
function convertToColIndex(x)

/*
 * Takes a y coordinate as a parameter and
 * returns the row index on the Grid that contains
 * the given y coordinate.
 */
function convertToRowIndex(y)
```