# 15-112 Fundamentals of Programming 

Lecture 10

## Announcements

DHomework 3 due Tuesday 10:00pm

## What are we doing today?

LLists and functions
-Working with Images

## Representing Data using lists

DWe can use lists to represent 1-D data.

- Grades of all students in Quiz1

DHow about 2-D data using a list?

- Grades of all students in all quizzes.


## Tic-Tac-Toe

-Suppose we have a list that represents a tic-tac-toe board.

- How big should be the list?
- How should we initialize it?

| 1 | 2 | 3 |
| :--- | :--- | :--- |
| 4 | 5 | 6 |
| 7 | 8 | 9 |



## Printing the board

$\square$ How do we print this list so it looks like a board?

| 1 | 2 | 3 |
| :--- | :--- | :--- |
| 4 | 5 | 6 |
| 7 | 8 | 9 |


[1,2,3,4,5,6,7,8,9]

DprintBoard(mylist)?

## Accessing an element

DHow do I get an element at row 0, column 2

| 1 | 2 | 3 |
| :--- | :--- | :--- |
| 4 | 5 | 6 |
| 7 | 8 | 9 |



DgetElement(board,row,column)?
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## Setting an element

DHow do I set an element at row 0, column 2

| 1 | 2 | 3 |
| :--- | :--- | :--- |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

[1,2,3,4,5,6,7,8,9]

DsetElement(board,row,column,player)?

## Winning

-How do we know if a player won?

| 1 | 2 | 3 |
| :--- | :--- | :--- |
| 4 | 5 | 6 |
| 7 | 8 | 9 |



DgameWon(board,player)?

## 2-D lists

DWe have seen lists that hold integers, booleans, strings, etc.
Can lists also hold other lists?

- [[1,2,3],[4,5,6],[7,8,9]]
+ How many elements in the above list?
- [1,2,[7,'a',True],5,8]
+How many elements in this list?


## Accessing Elements in 2-D lists

$$
a=[[1,2,3],[4,5,6],[7,8,9]]
$$

$\square$ Reading values
print a[0][1]
$\square$ Writing values
$\mathrm{a}[1][0]=12$
print a
[[1,2,3],[12,5,6],[7,8,9]]

## Tic-Tac-Toe with 2-D lists

DSuppose we use a 2D-list to represent a tic-tac-toe board.

- How big should be the list?
- How should we initialize it?

| 1 | 2 | 3 |
| :--- | :--- | :--- |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

## Accessing an element

DHow do I get an element at row 0, column 2

| 1 | 2 | 3 |
| :--- | :--- | :--- |
| 4 | 5 | 6 |
| 7 | 8 | 9 |



DgetElement(board,row,column)?
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## Setting an element

DHow do I get an element at row 0, column 2

| 1 | 2 | 3 |
| :--- | :--- | :--- |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

DsetElement(board,row,column,player)?

## Moving on to Image Processing

## Pixels in an image

Dlmages or pictures are made up of small pixels.


## Pixel Color

$\square$ Color of each pixel can be represented as a list of three values
[ red, green, blue]

- Each value is between 0 and 255
- red represents amount of red in color
- green represents amount of green in color
- blue represents amount of blue in color

Can
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## Determining Colors

- Some examples of colors
- [200,0,0]
- [0,200,0]
- [0,0,250]
- [50,50,50]


## Working with images

DlmageWriter library gives you basic functions to work with images
aDownload the library from the course website (Under Resources)

## Working with Images - Example

import ImageWriter
mypic = ImageWriter.loadPicture("apple.gif")
ImageWriter.showPicture(mypic)
$\mathrm{w}=$ ImageWriter.getWidth(mypic)
for i in range ( $0, \mathrm{w}$ ):
ImageWriter.setColor(mypic,i,40,[50,5,200])
ImageWriter.updatePicture(mypic)
ImageWriter.savePicture(mypic,"sav.jpg")

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showPicture(var)

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updatePicture(var)

savePicture(var,"dottedApple.gif")


## Some Interesting Questions

How do you make an Image gray scale?

How do you make an Image Black and White?

How do you remove all reds from your image?

