

CSC151.02 2013F, Class 09: An Introduction to the GIMP

Overview

- Preliminaries
 - Admin.
 - Preparation for quiz / confusing topics / etc.
 - Quiz
- Lab

Admin

- Warning! Friday the 13th falls on a Friday this month. (Today even.)
- The outline and what we're doing don't match very well today. We've rearranged the course, but I like leaving my old notes around.
- If you're finding this difficult, know that you're not alone - this stuff is challenging.
- I don't think folks are taking enough advantage of the mentor sessions. If you're having difficulty in the class and not going, please drop me a note to explain why.
- Reading for Monday: Programming the GIMP Tools
- EC Opportunities:
 - Submit a short paragraph giving reactions/thoughts/etc. (I don't need a summary)
 - CS Table NEXT Friday (Pair programming)
 - Soccer 1:30 pm Saturday against people from a very flat state
 - Other?

Preparation for Quiz (and other discussion items)

I have a bit of code to show you that I hope resolves some recent questions. Then I'll give you ten minutes for additional questions.

```
#lang racket
(require gigls/unsafe)

;;; File:
;;; sample.rkt
;;; Author:
;;; Samuel A. Rebelsky
;;; Summary:
;;; A quick sample to illustrate a variety of points about drawings.

;;; Procedure:
;;; bigred
;;; Parameters:
;;; drawing, a drawing
```

```

;;; Purpose:
;;; To confuse students
;;; Produces:
;;; A drawing
;;; Props:
;;; Taken from a clicker question designed by SR and JD
(define bigred
  (lambda (drawing)
    (drawing-recolor drawing "red")
    (drawing-scale drawing 10)))

;;; Procedure:
;;; preview
;;; Parameters:
;;; d, a drawing
;;; Purpose:
;;; preview the drawing in a new window
;;; Produces:
;;; img, the id of the preview image
;;; Preconditions:
;;; (drawing-right d) >= 1
;;; (drawing-bottom d) >= 1
;;; Postconditions:
;;; img contains a rendering of d
(define preview
  (lambda (d)
    (image-show (drawing->image d (drawing-right d) (drawing-bottom d)))))

;;; Value
;;; d1, a sample drawing
;;; Type:
;;; drawing
;;; Contents:
;;; A black, 50x50 circle centered at (25,25)
(define d1
  (drawing-hshift
    (drawing-vshift
      (drawing-scale drawing-unit-circle 50)
      25)
    25))

;;; Value:
;;; d2
;;; Type:
;;; drawing
;;; Contents:
;;; A purple 50x50 circle, centered at (75,75)
(define d2
  (drawing-hshift
    (drawing-vshift
      (drawing-scale
        (drawing-recolor drawing-unit-circle "purple")
        50)
      75)
    75))

;;; Value:

```

```

;;; d3
;;; Type:
;;; drawing
;;; Contents:
;;; A green rectangle
(define d3
  (drawing-hshift
    (drawing-vshift
      (drawing-scale
        (drawing-recolor
          drawing-unit-square
            "green")
          30)
        20)
      80))

;;; Value:
;;; scene
;;; Type:
;;; drawing
;;; Summary:
;;; A simple scene
(define scene
  (drawing-group d1 d2 d3))

;;; Procedure:
;;; drawing-munge
;;; Parameters:
;;; drawing, a drawing
;;; Purpose:
;;; Create a new drawing, based on the original drawing
;;; Produces:
;;; new-drawing, a drawing
(define drawing-munge
  (lambda (d)
    (drawing-recolor (drawing-scale d 1.1) "blue")))

```

- Puzzlement about what what happens with parameters and what happens when we don't name drawings

- Disappearing values

3 + (4*5)

Just as intermediate values in a calculation disappear, so do intermedia drawings.

- Behind the scenes: Procedures
- When does order matter?
 - Scale vs. shift (traditionally scale first)
 - Group vs. almost anything

- What's the difference between drawing-bottom and drawing-height
- Where should your detail be: In the parameters or the pre/post?
 - I like detail in the pre/post
 - But documentation is like an essay, not code - it need not be perfect at this stage of your career. As long as it makes sense, I'll probably accept it
 - Is it always possible to express postconditions formally? NO
- Can we derive immense satisfaction from watching SamR screw up while trying to do relatively easy things in DrRacket/Gimp?
 - Yes
 - And you should take that as a moral of "it's okay to screw up"
 - [No, I don't do so intentionally, just to make that point.]

Quiz

- Is the code in part 1 in the definitions pane or the interactions pane?
 - It shouldn't matter - It will give the same result either way

Lab

- Quick.
-

Samuel A. Rebelsky, rebelsky@grinnell.edu

Copyright (c) 2007-2013 Janet Davis, Samuel A. Rebelsky, and Jerod Weinman. (Selected materials are copyright by John David Stone or Henry Walker and are used with permission.)



This work is licensed under a Creative Commons Attribution 3.0 Unported License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc/3.0/> or send a letter to Creative Commons, 543 Howard Street, 5th Floor, San Francisco, California, 94105, USA.