Assignment 0: Python tutorial
Submission: Friday 10/08/2018 23h moodle
Groups of maximum 2 students

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Introduction to Artificial Intelligence, 2018-2

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1   Tutorials

Go to `https://cstopics.github.io/cstopics/programming/python` and do both tutorials. If you have not worked with Python before, it is important that you familiarize with the syntax and indentation rules. In general, the idea with both tutorials is that you review the data structures that can be implemented in Python, how to write scripts and functions.

Furthermore, it would be useful for our course to have a graphical representation of the situation that we are simulating. Therefore, I recommend you to do the part of Matplotlib in tutorial 1 or follow this tutorial to learn the usage of Pygame `http://thepythongamebook.com/en:pygame:start`

2   My own Paint

Using Matplotlib or Pygame, create a window that shows a grid of 20x20 cells with white background color. The fist row of the grid should be a color palette, then you must assign to every cell in the first row a different color.
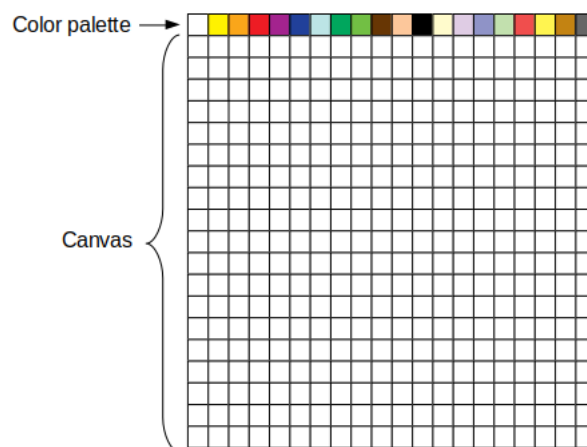

Figure 1: Paint grid

The user of your program would like to draw something. Therefore, the rest of the grid is going to be the canvas. The user can select, with a right-click, a color from the palette and paint any cell in the canvas, selecting it with left-click.
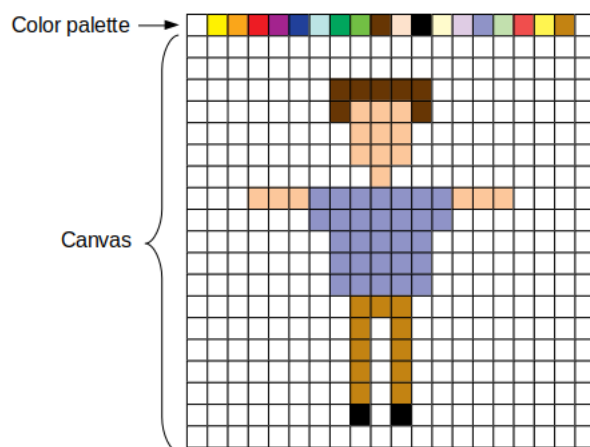

Figure 2: User's drawing

Lastly, do a nice drawing.

For the submission, explain in a readme file how to use and execute your program. Submit your python files and readme in a compressed file.