Graphics Problem #1

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

Tiles should be placed in the order 1,2,3,4.

The first tile (#1) is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {1,2,3,4,5,6}.

All tiles must be placed using the GAME PIECE.

Graphics Problem #2

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

Tiles should be placed in the order 4,3,2,1.

The first tile (#4) is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {6,7,8,9,10,11}.

All tiles must be placed using the GAME PIECE.

Graphics Problem #3

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color might be different).

Tiles should be placed in the order 1,2,3,4.

The color is random, based on a RANDOM tile selection that sets the color of all tiles.

The first tile (#1) should be placed at row 5 and column 4.

All tiles must be placed using the GAME PIECE.

Graphics Problem #4

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color might be different).

Tiles should be placed in the order 4,3,2,1.

The color is random, based on a RANDOM tile selection that sets the color of all tiles.

The first tile (#4) should be placed at row 10 and column 11.

All tiles must be placed using the GAME PIECE.

Graphics Problem #5

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color will be different).

Tiles should be placed in the order 1,2,3,4.

The first tile (#1) is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {2,3,4,5,6,7}.

The color of every tile is random.

All tiles must be placed using the GAME PIECE.

Graphics Problem #6

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color will be different).

Tiles should be placed in the order 4,3,2,1.

The first tile (#4) is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {5,6,7,8,9,10}.

The color of every tile is random.

All tiles must be placed using the GAME PIECE.

Graphics Problem #7

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color might be different).

Tiles should be placed in the order 1,2,3,4.

The first tile (#1) should be placed at row 2 and column 4.

ALTERNATE the tile colors (YELLOW, PINK, YELLOW, PINK).

All tiles must be placed using the GAME PIECE.

Graphics Problem #8

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color might be different).

Tiles should be placed in the order 4,3,2,1.

The first tile (#4) should be placed at row 8 and column 10.

ALTERNATE the tile colors (YELLOW, PINK, YELLOW, PINK).

All tiles must be placed using the GAME PIECE.

Graphics Problem #9

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

Tiles should be placed in the order 1,2,3,4.

The first tile is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {1,2,3,4,5,6}.

Use variables to store row and column.

Graphics Problem #10

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

Tiles should be placed in the order 4,3,2,1.

The first tile is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {6,7,8,9,10,11}.

Use variables to store row and column.

Graphics Problem #11

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color might be different).

Tiles should be placed in the order 1,2,3,4.

The color is random, based on a RANDOM tile selection that sets the color of all tiles.

The first tile should be placed at row 5 and column 4.

Use variables to store row and column.

Graphics Problem #12

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color might be different).

Tiles should be placed in the order 4,3,2,1.

The color is random, based on a RANDOM tile selection that sets the color of all tiles.

The first tile should be placed at row 10 and column 11.

Use variables to store row and column.

Graphics Problem #13

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color will be different).

Tiles should be placed in the order 1,2,3,4.

The color of every tile is random.

The first tile (#1) is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {2,3,4,5,6,7}.

Use variables to store row and column.

Graphics Problem #14

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (except the color).

Tiles should be placed in the order 4,3,2,1.

The first tile (#4) is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {5,6,7,8,9,10}.

The color of every tile is random.

Use variables to store row and column.

Graphics Problem #15

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color might be different).

Tiles should be placed in the order 1,2,3,4.

ALTERNATE the tile colors (YELLOW, PINK, YELLOW, PINK).

The first tile (#1) should be placed at row 2 and column 4.

Use variables to store row and column.

Graphics Problem #16

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color might be different).

Tiles should be placed in the order 4,3,2,1.

The first tile (#4) should be placed at row 8 and column 10.

ALTERNATE the tile colors (YELLOW, PINK, YELLOW, PINK).

Use variables to store row and column.

Graphics Problem #30

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

Tiles should be placed in the order 4,3,2,1.

The first tile (#4) is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {2,3,4,5,6,7}.

Do not place a tile if it is not fully on the board.

Graphics Problem #31

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

Tiles should be placed in the order 1,2,3,4.

The first tile (#1) is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {5,6,7,8,9,10}.

Do not place a tile if it is not fully on the board.

Graphics Problem #32

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

The tiles are placed in a random order, based on a roll. If the user rolls 1,2, or 3, then place tiles in the order 1,2,3,4. Otherwise, place tiles in the order 4,3,2,1.

The first tile (#1 or #4) should be placed at row 6 and column 6.

Do not place a tile if it is not fully on the board.

Use variables for the row and column changes (e.g. +2 if in order 1,2,3,4; and -2 if in order 4,3,2,1.

Graphics Problem #33

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

The tiles are placed in a random order, based on tile selection. If the user selects PINK, then place tiles in the order 1,2,3,4. Otherwise, place tiles in the order 4,3,2,1.

The first tile (#1 or #4) should be placed at row 6 and column 6.

Do not place a tile if it is not fully on the board.

Use variables for the row and column changes (e.g. +2 if in order 1,2,3,4; and -2 if in order 4,3,2,1.

Graphics Problem #34

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color will not match).

Tiles should be placed in the order 4,3,2,1.

Randomly select the first tile, then alternate color (e.g. PINK, YELLOW, PINK, and YELLOW).

The first tile (#4) is placed at row 10 and column 9.

Graphics Problem #35

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color will not match).

Tiles should be placed in the order 1,2,3,4

Randomly select the first tile, then alternate color (e.g. PINK, YELLOW, PINK, and YELLOW).

The first tile (#1) is placed at row 2 and column 4.

Graphics Problem #36

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

The first tile is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {1,3,5,7,9,11}.

Determine which side of the first tile has more room to build the pattern, then build in that direction.

Do not place a tile if it is not fully on the board.

Graphics Problem #37

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

The first tile is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {2,4,6,9,10,12}.

Determine which side of the first tile has more room to build the pattern, then build in that direction.

Do not place a tile if it is not fully on the board.

Graphics Problem #38

Write a program in GUpPy based on the description below. No graphics card is needed.

Place the first tile at row 6 and column 6.

Roll the die prior to placing each of the next 3 tiles.

If the user rolls 1,2,or 3 when placing the 2nd and 4th tile, place it above the previous tile, otherwise place it below.

If the user roll 4,5, or 6 when placing the 3rd tile, place it to the right of the previous tile, otherwise place it to the left.

Graphics Problem #39

Write a program in GUpPy based on the description below. No graphics card is needed.

Place the first tile at row 6 and column 6 (any color).

Select a tile randomly for each of the next 3 tiles.

If the selected tile is PINK when placing the 2nd and 4th tile, place it above the previous tile, otherwise place it below.

If the selected tile is YELLOW when placing the 3rd tile, place it to the right of the previous tile, otherwise place it to the left.

Graphics Problem #40

Write a program in GUpPy based on the description below. No graphics card is needed.

Place the first tile in a corner, based on 2 rolls of the die. If the first roll is 1,2, or 3, start on the left edge, otherwise the right. If the second roll is 4,5,or 6, start at the top edge, otherwise the bottom.

Each tile is selected randomly.

Place the remaining 3 tiles diagonally towards the opposite corner.

Graphics Problem #41

Write a program in GUpPy based on the description below. No graphics card is needed.

Place the first tile in a corner, based on 2 random tile selections. If the first tile is PINK, start on the left edge, otherwise the right. If the second tile is YELLOW, start at the top edge, otherwise the bottom.

Place the remaining 3 tiles diagonally towards the opposite corner.

Graphics Problem #42

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color will not match).

Tiles should be placed in the order 1,2,3,4.

Each tile color is randomly selected, but place the OTHER COLOR. For example, if the user picks PINK, place YELLOW.

The first tile (#1) is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {3,4,5,6,7,8}.

Do not place a tile if it is not fully on the board.

Graphics Problem #43

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color will not match).

Tiles should be placed in the order 4,3,2,1.

Each tile color is randomly selected, but place the OTHER COLOR. For example, if the user picks PINK, place YELLOW.

Place the first tile (#4) randomly, based on 2 rolls of the die. Both the row and col of the first tile must be in the set {5,6,7,8,9,10}.

Do not place a tile if it is not fully on the board.

Graphics Problem #44

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color will not match).

Tiles should be placed in the order 1,2,3,4.

ALTERNATE tile color. The first color is determine by a roll. If the user rolls 1,2, or 3, the first tile is PINK, otherwise YELLOW.

The first tile (#1) is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {3,4,5,6,7,8}.

Do not place a tile if it is not fully on the board.

Graphics Problem #45

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (but the color will not match).

Tiles should be placed in the order 4,3,2,1.

ALTERNATE tile color. The first color is determine by a roll. If the user rolls 1,2, or 3, the first tile is PINK, otherwise YELLOW.

Place the first tile (#4) randomly, based on 2 rolls of the die. Both the row and col of the first tile must be in the set {4,5,6,7,8,9}.

Do not place a tile if it is not fully on the board.

Graphics Problem #50

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (except the number of tiles might be different).

Tiles should be placed in the order 1,2,3,...

The first tile (#1) is placed at a random location, based on multiple rolls of the die. Both the row and column of the first tile must be in the set {2,3,4,5,6,7,8,9,10,11,12}.

Place tiles until the edge of the board is reached.
You must use a while loop.

Graphics Problem #51

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card (except the number of tiles might be different).

Tiles should be placed in the order 4,3,2,...

The first tile (#4) is placed at a random location, based on 2 rolls of the die. Both the row and column of the first tile must be in the set {2,4,6,8,10,12}.

Place tiles until the edge of the board is reached.
You must use a while loop.

Graphics Problem #52

Write a program in GUpPy based on the description below. No graphics card is needed.

Place tiles in order 1,2,3,...

The first tile (#1) is placed so that some tile is in row 0 and some tile is in column 0 (or close to them).

The number of tiles placed is equal to the user's roll. For example, if the user rolls 5, then 5 tiles should be placed.

You must use a while loop.

Graphics Problem #53

Write a program in GUpPy based on the description below. No graphics card is needed.

Place tiles in order 4,3,2,...

The first tile (#4) is placed so that some tile is in row 13 and some tile is in column 13 (or close to them).

The number of tiles placed is equal to the user's roll. For example, if the user rolls 5, then 5 tiles should be placed.

You must use a while loop.

Graphics Problem #54

Write a program in GUpPy based on the description below. No graphics card is needed.

Place tiles to form a column (i.e. vertically). Place the first tile at column 0 and a random row, based on a roll in {1,2,3,4,5,6}.

The user rolls prior to each tile placement.
As long as the user rolls an even number, place PINK tiles.
THEN, place YELLOW as long as the user rolls an odd number.

Stop placing tiles if the edge of the board is reached.
You must use a while loop.

Graphics Problem #55

Write a program in GUpPy based on the description below. No graphics card is needed.

Place tiles to form a row (i.e. horizontally). Place the first tile at row 0 and a random column, based on a roll in {1,2,3,4,5,6}.

The user rolls prior to each tile placement.
As long as the user rolls an even number, place YELLOW tiles.
THEN, place PINK as long as the user rolls an odd number.

Stop placing tiles if the edge of the board is reached.
You must use a while loop.

Graphics Problem #56

Write a program in GUpPy based on the description below. No graphics card is needed.

Place tiles to form a column (i.e. vertically). Place the first tile at column 0 and a random row, based on a roll in {1,2,3,4,5,6}.

The user rolls prior to each tile placement.
Place PINK tiles until the user rolls an even number. THEN, place YELLOW tiles until the user rolls an odd number.

Stop placing tiles if the edge of the board is reached.
You must use a while loop.

Graphics Problem #57

Write a program in GUpPy based on the description below. No graphics card is needed.

Place tiles to form a row (i.e. horizontally). Place the first tile at row 0 and a random column, based on a roll in {1,2,3,4,5,6}.

The user rolls prior to each tile placement.
Place YELLOW tiles until the user rolls an even number. THEN, place PINK tiles until the user rolls an odd number.

Stop placing tiles if the edge of the board is reached.
You must use a while loop.

Graphics Problem #58

Write a program in GUpPy based on the description below. No graphics card is needed.

Place tiles to form a column (i.e. vertically). Place the first tile at column 6 and a random row, based on a roll in {1,2,3,4,5,6}.

The user rolls prior to each tile placement.
Place a PINK tile whenever the roll is even, otherwise YELLOW.

Stop placing tiles when the edge of the board is reached.
You must use a while loop.

Graphics Problem #59

Write a program in GUpPy based on the description below. No graphics card is needed.

Place tiles to form a row (i.e. horizontally). Place the first tile at row 6 and a random column, based on a roll in {1,2,3,4,5,6}.

The user rolls prior to each tile placement.
Place a PINK tile whenever the roll is odd, otherwise YELLOW.

Stop placing tiles when the edge of the board is reached.
You must use a while loop.

Graphics Problem #60

Write a program in GUpPy based on the description below. No graphics card is needed. Place tiles to form a column (i.e. vertically).

Place the first YELLOW tile at row 0 and the first PINK tile at row 12. The column is random, based on a roll in {1,2,3,4,5,6}.

Randomly select each tile. If YELLOW, place on top of the previous yellow tile (or at row 0 if the first). If PINK, place below the previous pink tile (or at row 12 if the first). **Stop placing tiles when the yellow and pink are touching.**

You must use a while loop.

Graphics Problem #61

Write a program in GUpPy based on the description below. No graphics card is needed. Place tiles to form a row (i.e. horizontally).

Place the first YELLOW tile at column 0 and the first PINK tile at column 12. The row is random, based on a roll in {1,2,3,4,5,6}.

Randomly select each tile. If it is yellow, place to the right of the previous yellow tile (or at col 0 if the first). If it is pink, place to the left of the previous pink tile (or at col 12 if the first).

Stop placing tiles when the yellow and pink are touching.
You must use a while loop.

Graphics Problem #62

Write a program in GUpPy based on the description below. No graphics card is needed.

The first tile is placed in row 0. The column is based on a roll. If the user rolls 1,2, or 3, the tile is placed on the left edge. Otherwise, it is placed on the right edge.

The user rolls prior to each tile placement. If the user rolls 1, 2, or 3, increase the row by 2, otherwise change the column by 2 (towards the opposite edge). **Stop placing tiles when the edge of the board is reached.**

You must use a while loop.

Graphics Problem #63

Write a program in GUpPy based on the description below. No graphics card is needed.

The first tile is placed in column 0. The row is based on a roll. If the user rolls 1,2, or 3, the tile is placed on the top edge. Otherwise, it is placed on the bottom edge.

The user rolls prior to each tile placement. If the user rolls 1, 2, or 3, increase the column by 2, otherwise change the row by 2 (towards the opposite edge).

Stop placing tiles when the edge of the board is reached.
You must use a while loop.

Graphics Problem #64

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

Tiles should be placed in the order 4,3,2,...

The first tile (#4) is placed at a random location, based on rolls of the die. Both the row and column of the first tile must be in the set {1,3,5,7,9,11}.

ALTERNATE the tile colors, starting with a random color.

Place tiles until the edge of the board is reached.
You must use a while loop.

Graphics Problem #65

Write a program in GUpPy that will create a pattern that matches the selected Graphics Card.

Tiles should be placed in the order 1,2,3,...

The first tile (#1) is placed at a random location, based on rolls of the die. Both the row and column of the first tile must be in the set {0,2,4,6,8,10}.

ALTERNATE the tile colors, starting with a random color.

Place tiles until the edge of the board is reached.
You must use a while loop.