

HW03: Fully Functional Gitty Psychedelic Robotic Turtles

- Homework HW03 should be completed **alone**.

Learning Objectives

- Continue practicing creating and using functions.
- More practice on using the turtle library.
- Learn about how computers represent colors.
- Learn about source control and Git.

How to Start

- To begin, make a copy of this document by going to File >> Make a Copy...
- Change the file name of this document to **username - HW03: Fully Functional Gitty Psychedelic Robotic Turtles** (for example, **heggens - HW03: Fully Functional Gitty Psychedelic Robotic Turtles**). To do this, click the label in the top left corner of your browser.
- **NOTE: The next instruction is DIFFERENT than usual!**
- Next, go to the [GitHub repo for HW03](https://github.com/Berea-College-CSC-226/hw03-main) and clone it into PyCharm. **DO NOT PUSH ANY CHANGES YET UNTIL YOU'VE DONE A LOT OF READING BELOW.**

GitHub Repo Link:	https://github.com/Berea-College-CSC-226/hw03-main
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Task 1: Turtle Houses, Animals, People

[Teamwork T03](#) has some examples of code that uses functions from the turtle library. Refer back to those files for sample code related to this assignment:

- **t03_multicolor_square.py**
- **t03_spiral_input.py**
- **t03_functions_house.py**

Make sure you can read code with functions and follow the flow of execution. You'll find many of the functions used in the examples are helpful for your task ahead.

Image Colors

Knowing a bit about how colors are represented in computers will be important for your task ahead as well.

Images displayed on a screen use light for the display. Any three colors (or frequencies) of light that produce white light when combined with full intensity are called primary colors. The most commonly used set of primary colors of light is the set **Red (R)**, **Green (G)**, and **Blue (B)**. Using a term borrowed from neuroscience, each color is typically called a color channel.

The [RGB Color Wheel](#) is an online tool for exploring color channels. Try inputting RGB color channel values between 0 and 255, as well as moving the cursor around the color wheel and seeing what values for RGB it produces.

To specify RGB colors this way in your code, you will have to add the following command:

`screen.colormode(255)`. (By default, the turtle library will expect values between 0 and 1. This changes it to 0 and 255.)

Using the online tool, create the color purple. What are the R, G, and B values?	1. On the RGB Color wheel you need to input (128,0,128)
Using the online tool, create the color brown. What are the R, G, and B values?	2. On the RGB Color wheel you need to input (165,42,42)
Using the online tool, create the color <code>xanadu</code> . What are the R, G, and B values?	3. On the RGB Color wheel you need to input (115,134,120)

Methods in the Turtle Library

In addition to colors, you'll find that there are things you want to do with turtles that you haven't yet used in other programs. Often, in computer science, we must refer back to the documentation to find what we are looking for. The [documentation for the turtle library](#) includes ALL methods the turtle library currently supports.

Explore the turtle library documentation and find the description for the <code>forward()</code> method. What alternate command can be used to move the turtle forward, besides the <code>turtle.forward()</code> command you are used to using?	4. The other methods that can be used as a alternative to <code>forward()</code> is <code>fd(distance)</code> that allows the turtle to move forward.
What command from the turtle library can be used to print the turtle's current location?	5. The command that can be used for printing the turtles current location is <code>.pos()</code> .
How do you set the turtle's speed to maximum speed?	6. To set the turtles maximum speed is the use of the method <code>.speed('fast')</code>
How would you change the turtle's color to <code>xanadu</code> ?	7. To change the turtles color to <code>xanadu</code> . <code>color('xanadu')</code> or <code>turtle.color(115,134,120)</code>
How would you fill a shape with the color <code>xanadu</code> ?	8. You firstly use <code>fillcolor(115,134,120)</code> , you use to start and end the to fill the shape by using <code>begin_fill()</code> and <code>end_fill()</code>

Task 2: Enough Already, Release the Turtles!

NOTE: WAIT TO START WRITING CODE UNTIL YOU HAVE READ THROUGH TASKS [2](#) AND [3](#).

In this assignment, you will draw something complex, like a house, animal, or person. Some ground rules:

1. Make sure to include the header comment block with your name and username in your Python file. Also in the header of your Python document, please paste the web address for your Google Doc.
2. Make sure the thing you draw:
 - Has at least one complex thing which looks like something; a building, animal, person, etc.

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- Is set against a background which is not white. You can use an image or a color as your background.
 - Has some embellishments or interesting details, such as windows, text, trees, flowers in front of a house, intricate windows, smoke out of the chimney, or something; these are not all required, they are just suggestions. Be creative!
 - Use an unnamed color using either RGB or Hexadecimal.
 - Use creativity (such as the use of color, an intricate shape, a cool design...)
3. Technical requirements we will be looking for:
- Use functions for encapsulating "mental chunks". *A key learning goal for this homework is to practice creating functions, so don't skip this one!*
 - Make effective use of functions and use docstrings to help clearly explain what each function is designed to do.
 - Include a `main()` function definition and call at the end of your code.
 - The highest level of your program (i.e., no indenting) should **only** contain the following:
 - i. The standard CSC 226 header block included in all files, and a link to this document
 - ii. Any import statements
 - iii. Function definitions
 - iv. A `main()` function
 - v. A call to the `main()` function
 - All of your own function definitions should come before the `def main() :` function definition AND the call to the `main()` function. In other words, the last lines of your code should be:

```
def main():  
    # your code inside of main  
  
main()
```
 - All of your own function definitions should be at the highest level of your program (i.e., no indenting). Though it is possible to do, functions should really not be DEFINED inside of other functions (they can be CALLED inside other functions though).
 - Lastly, be sure to include comments for the sections in your code which draw the different objects.

Hint: The **hw03_stubs.py** sample file contains many of the technical requirements described above, and shows the general structure of your code:

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```
1 #####
2 # Header Block
3 #####
4
5 import turtle
6
7 def function_1():
8     """
9     Docstring for function_1
10    """
11    pass
12    # ...
13
14
15 def function_2():
16     """
17     Docstring for function_1
18    """
19    pass
20    # ...
21
22
23 def main():
24     """
25     Docstring for main
26    """
27    pass
28    # ...
29
30 main()
31
```

Refresher on Git Terminology

As part of this course, we have been introducing you to a tool often used in software engineering: **Git**. Git is a **version control system** for software. Git also has another extremely powerful use for software engineers; preventing two (or more) programmers from writing code in the same file and accidentally deleting each other's work.

Imagine you're building a program such as the software you are looking at right now: Google Drive. Certainly you realize that more than one developer created all this. To ensure multiple developers don't clobber each other's hard work, they probably use git to manage versions.

So, each developer **clones** all of the code, makes some changes to that code, then requests the code be incorporated in the final product via a **pull request**. Git monitors all of the files, and when it notices two developers wrote code in the same spot, it flags those two sets of code as having a **merge conflict**. Then, the developers can discuss whose code should be kept, or modify the code so that both can be kept. By developing *good communication* within an organization about who is working on what features, coupled with Git as a failsafe, developers are able to produce very large programs more quickly, with less duplication of labor, and with fewer errors.

As you write code, you'll want to mark important points where you accomplish subtasks. **Committing** a file is like tagging changes, or revisions, in a document. A commit is typically an important point in your development process where you want to save progress. So, for example, say you and your pair partner disagree on the best approach to solving a particular algorithm. You can commit your code and start fresh on the new idea. If your new idea doesn't pan out and you need to go back, then you **revert** your changes back to the previous commit. No work was lost!

Commits are only useful if they have a **commit message** associated with them. Commit messages are tags indicating what changes were made since the last commit. *In previous assignments*, after you're done coding,

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you send the code back up to Github using a **push**. A push saves your changes on Github's servers, so you (and any collaborators) can then use the code for their continued development of the software you're creating.

Let's revisit some key terms and phrases, and recall their purpose:

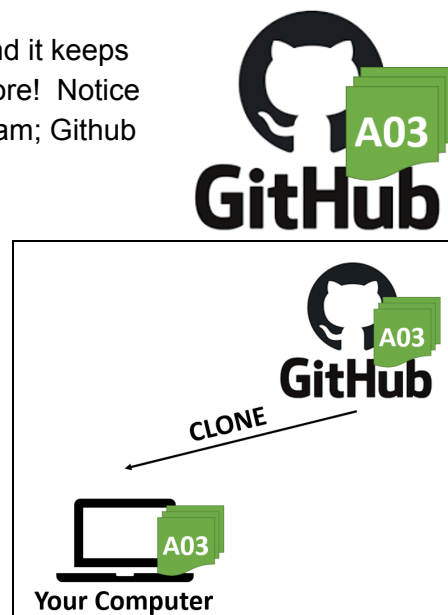
What does "cloning" the repo mean?	10. Cloning a repo means to create the copy of a repository on your local machine.
What is the repository? Where does it exist (on your local machine or in Github)?	11. Is a storage container for code, which it exist on Github and locally.
What is a commit? Why does it need a commit message?	12. A commit is the snapshot that changes are made to the code so then there is a part which you write on what changes you made by description.
What does "pushing your code" mean?	13. Pushing is like uploading the local changes you made to the code on the Github Repository.

The Basics of Git

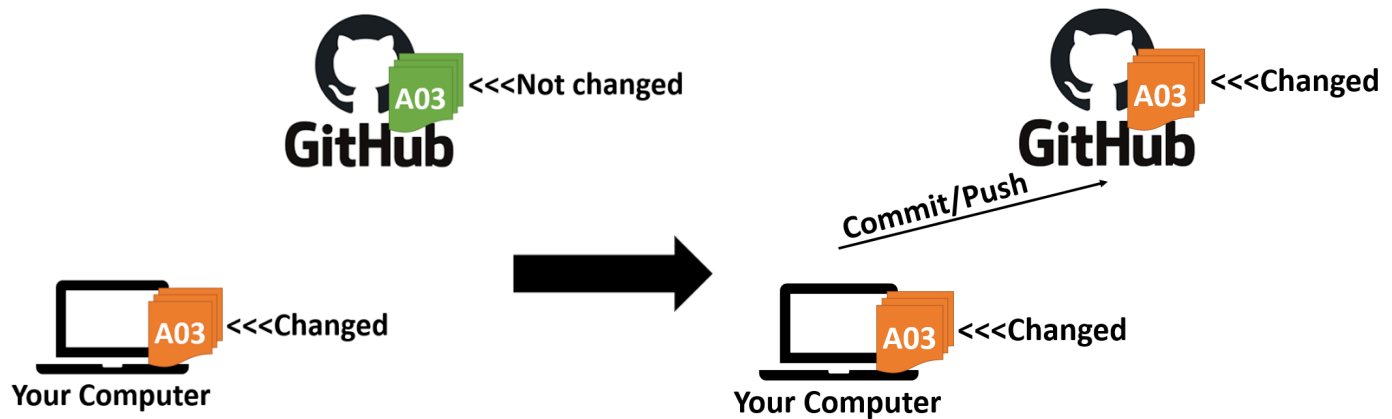
Now let's learn a little more git. Instead of cloning using the usual GitHub Classroom, we're going to clone a repository directly so we can *all* work on a single set of code. When you work on an open source project, or possibly a codebase in industry, you will likely use a platform much like Github. Remember that with many people working on one set of code, there has to be a mechanism to keep one person's work from clobbering another's. That's what **branches** are for! Before we write any code or make any changes, let's see a picture of the situation we're dealing with.

1. This is **Github**! Github is like a storage container for codebases, and it keeps track of different versions of the code over time, as well as much more! Notice how Github is holding some files. That's Github's copy of our program; Github always keeps its own copy.

2. Whenever we **clone** a repository, what we're doing is asking Github to let us make our own personal copy on our computer. **Notice that Github's copy and our copy are SEPARATE! So far, changing one does not change the other!** Let's take a look:



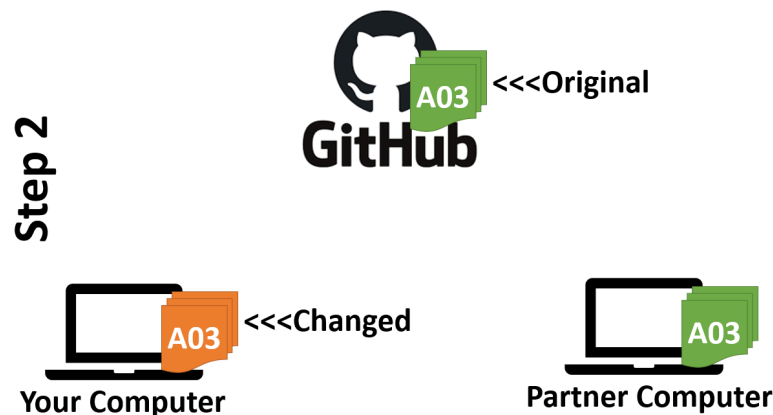
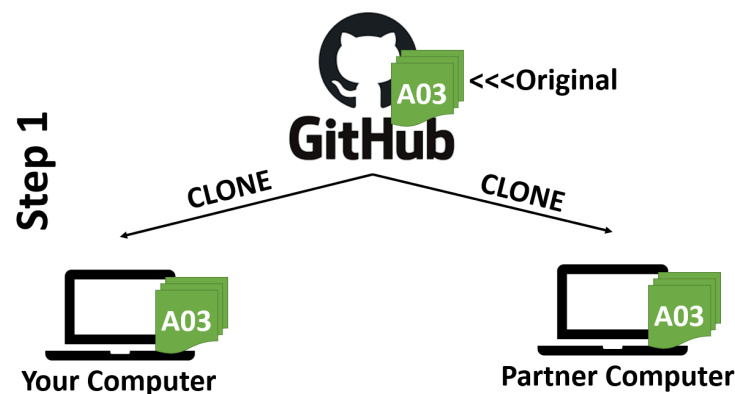
3. See how both sets of code are green? We'll use color to denote the version of the code (please let me know if the color choice causes any complications). Say for instance that you make some changes to that code. Then the color of the code will change in our example. If you make some changes to your code on **your computer**, the changes will not reflect in Github until you **commit and push**, like this:

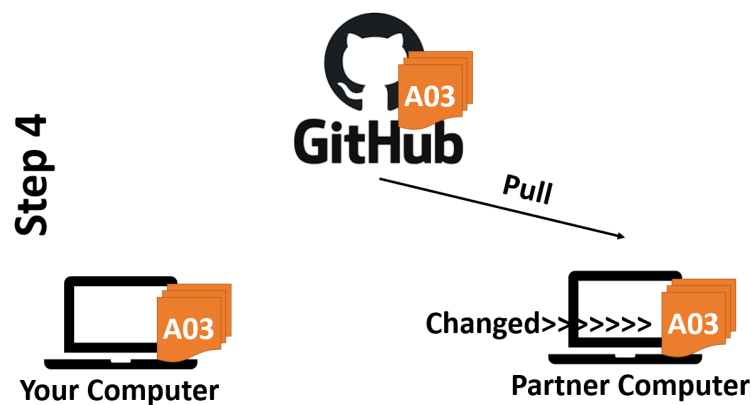
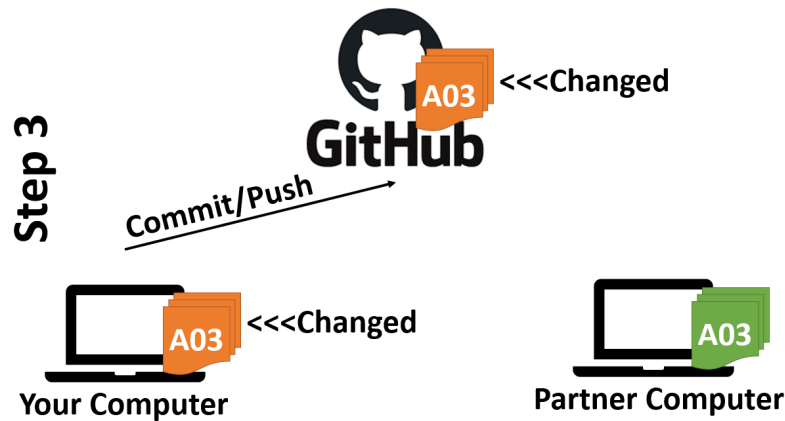


We've seen this process before! This is what happens when you submit your work for each assignment.

Using Git with a Partner

- You may have seen another case when you are working with a teammate. You might have had a partner who did some work on the code, and then wondered how to get those changes onto your computer. That process is just like the one above, but the second partner needs to **pull** to see those changes, as illustrated below in the next four images. Pay attention to the terminology used!:

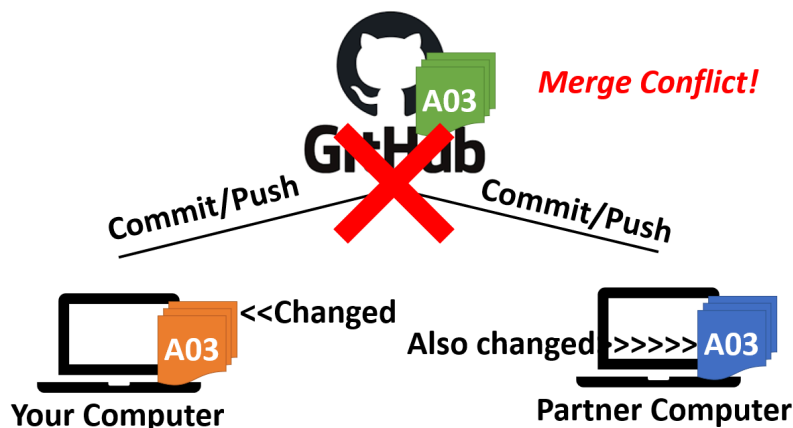




And that's it! That's how you get code from one partner's computer to the other!

Merge Conflicts and How to Avoid Them

5. You may see a potential problem here. **What if you and your partner both edit the code and then try to push?!**



Sometimes, you don't get a merge conflict from this process. For instance, if you and your partner changed completely different files, then there *likely* won't be any problem. **But, if you both change the same part of**

the code, that's when conflicts happen! The way to get around this is to **make sure you have pulled any changes your partner made before you make your own changes**. Here is an example:



"Ready for another day of work! I haven't made any changes yet. Better see if my partner did while I was away!"



Your Computer



Pull



Your Computer

"Oh they did! Good thing I checked!"



Commit/Push



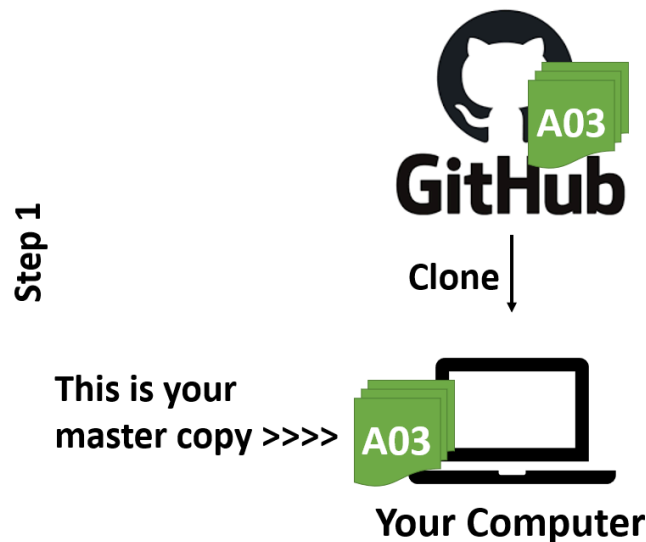
Your Computer

"Now I've made my changes, and I can safely push my code!"

- That's the general idea you want to keep in mind moving forward. **The whole process above is perfectly fine when everyone is working on the master/main branch of the code. Usually on bigger projects, YOU WILL NOT BE EDITING THE MASTER BRANCH DIRECTLY.** This is where branches come into play:

Git Branching

7. When working on a big project (or one of your own that you want to keep organized), you'll want to have a master copy of your code (the "clean copy" you'll want to submit when you're finished), and one or more "scratch" copies that you can use to try new things out on, and then delete when you're done if they don't work. Or if they DO work, you can (very intentionally) incorporate them into your main copy! The process follows the same logic we saw above, but just with one extra step in the middle. Step 1 is the same as always: clone the repo; step 2 now includes a term we call **checkout a branch**.



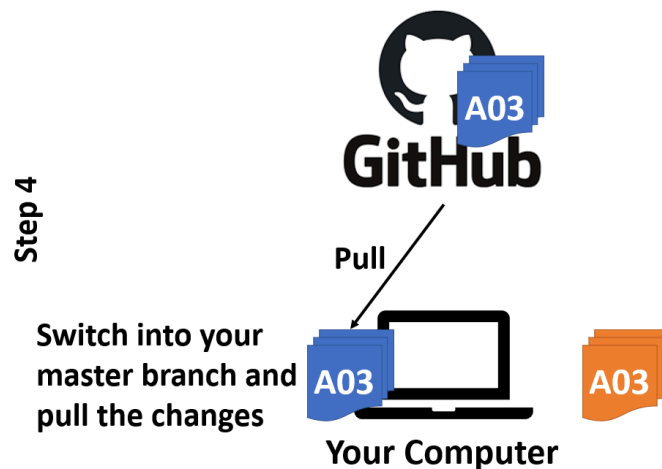
8. This new branch you **checked out** is where you'll do your practice work that you *might* want to incorporate into the master copy, if it works. You can try out new things here to your heart's content! And if something doesn't work out in your branch, don't worry. You can always delete it and create a new one if you need to.
9. Once you've made some changes and you're satisfied with them, you'll want to commit and push them to Github. **BUT REMEMBER, someone else might have made and saved changes to Github while**

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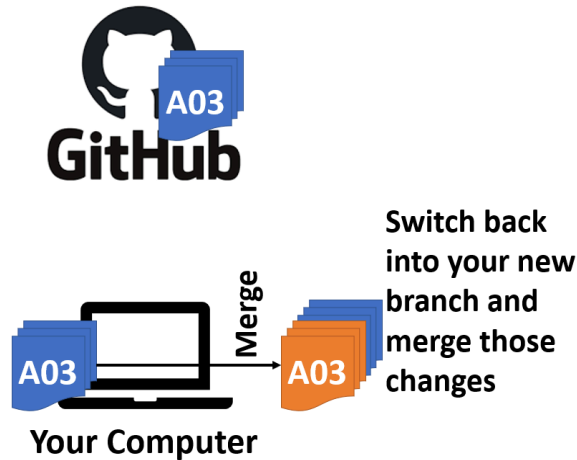
you were working! In order to avoid conflicts, you want to make sure your code is as up-to-date as it can be before you push your changes. **ALSO REMEMBER, you currently have two separate copies of the code on your computer: your master branch and your new branch.** We need to make sure they're **both** up to date. To do this, you'll use the following steps:

- Checkout** your master branch
- Pull** from Github (to get the most recent changes from others)
- Checkout** your new branch
- Merge the** master branch into your new branch (to pull those new changes into your code and verify everything works still)

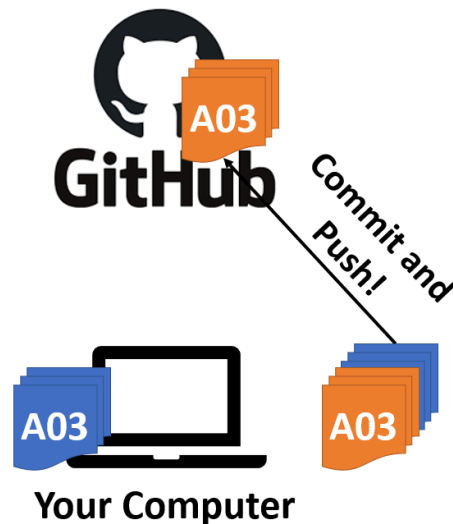
10. These steps (following from the first two above) are illustrated below:



Step 5



Step 6



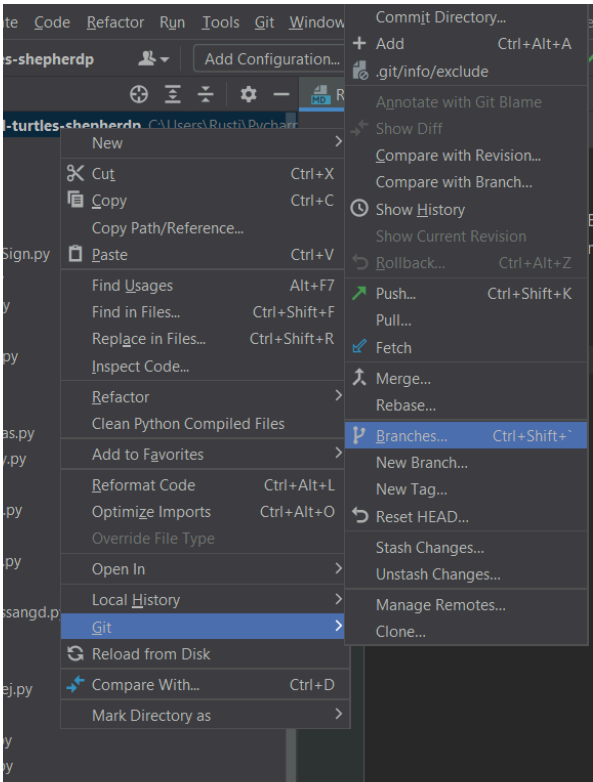
11. At this point, if you look at your repository in Github you will notice that your branch is there. Remember, before you pushed your changes from your branch to Github, Github didn't know it existed; it was only on your computer. However, your changes are still in your branch, not the master branch. For that, you'll need to submit a **pull request**. A **pull request** is synonymous to you submitting your homework, formally asking the instructor to grade it. A **pull request** is a formal request to have your code incorporated into the master branch and become officially part of the software you are helping to build. Many software engineers pride themselves on the number of **pull requests** they have had accepted into major projects.

Task 3: Making Your Own Branch

*NOTE: In all of the instructions below, you should get a confirmation message in the bottom right of PyCharm. If you get any failure messages, please seek help from the teaching assistants or the instructors **before** moving on.*

12. Let's see how to put the ideas above into practice. You might remember that we didn't start this assignment using the usual Github Classroom process. That is because we are all going to work in a single repository for this assignment. Copy the following link, and use it to "Get from VCS" in PyCharm (the same process you've been doing, just with this link instead): [shared Github repository](#).

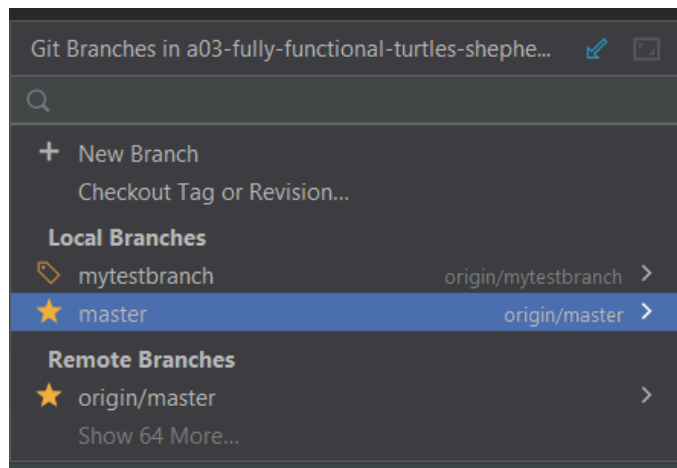
13. Imagine you’re working on a feature (e.g., a fluffy cloud) for your amazing project above, and you get the idea that your cloud could REALLY use a house to float over. You really want to add a house to your project, and it must be done ASAP; the due date is right around the corner, after all! You don’t want to lose the feature you’ve been working on, as it’s almost done, but you need to make this new house a priority.
- Branching** allows us to save versions of our code, with each branch representing a different feature, issue, bug, or some other change that needs to be made. In PyCharm, right click on the repository folder, then click Git >> Branches, and create a new branch. Name the branch you’re about to create your username (e.g., **heggens**). You’ve now switched from the branch called “master” to your own branch (analogous to you making a copy of this Google Doc).
14. Next, create a new file by clicking on File >> New >> Python File, and name it **hw03_username.py** (with your username). You will also need to copy and paste any image files you use into your project. You should see the new file on the left with all the other files.
15. Go ahead and make some changes to your code, and then it’s time to **commit and push**. You are welcome to go ahead and do so once. If you do that now, skip ahead to [these questions](#) and then return here. This process will work a bit differently than before, so read on before clicking anything.
16. Now that you’ve got the gist of separating code, we need to get it all back together in one branch, namely, master. You are ready to issue a **pull request**, which is a formal request to incorporate your code into the master branch. The process typically goes like this:
- a. Pull master into your local (to get changes made by other developers)
 - b. Merge master into your branch
 - c. Issue a Pull Request



Pull master into your local

We always want to make sure you are in sync with the master before pushing your code back into it. In other words, always **pull** before you **push**.

Why do you think it is important to pull before you push?	14. It helps to avoid merge conflits.
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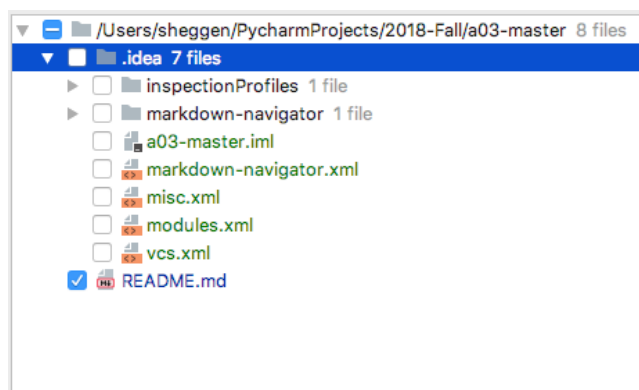
1. In PyCharm, switch to the master branch by going to Git >> Branches... and selecting the local branch called master, and finally click “Checkout”. While we’re here, let’s clear up something that might be confusing. In particular, there are two branches listed here called ‘master’, which seems a little strange at first! But remember, you have three copies of the code floating around right now that are important for you:
 - The copy on Github (that’s **origin/master** under **Remote Branches**)
 - The master branch on your computer (that’s **master** under **Local Branches**)
 - The new branch you made (that’s **mytestbranch** under **Local Branches** in this example)
2. Click Git >> Pull.

Merge master into your branch

At this point, you’ve pulled any changes from the master branch in Github into your master branch on your local. Now, merge those changes into your branch:

3. Switch back to your branch, using the [same steps as above](#).
4. Click Git >> Branches >> master >> Merge Selected Into Current (this may say Merge master Into yourBranchName).

If you’ve committed anything from this branch before, then you may have been asked to add a bunch of files that you didn’t create, such as:



The **.idea/** folder and all of its contents are created by PyCharm and used to track your work. Please do NOT commit and push those to the repo; they are not important outside of your PyCharm instance. If this happens, uncheck the boxes, as shown above.

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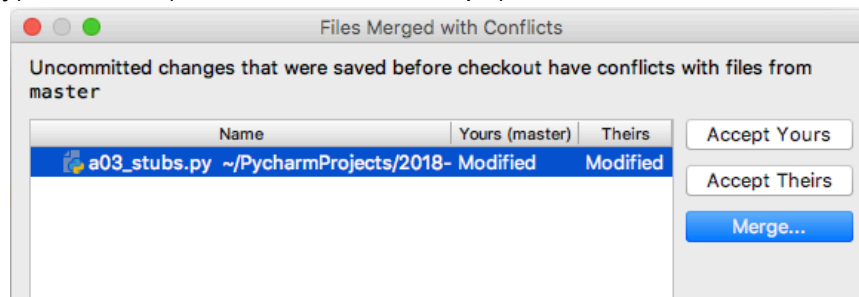
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When you try to perform the merge, multiple things may happen, and not always the same for everyone.

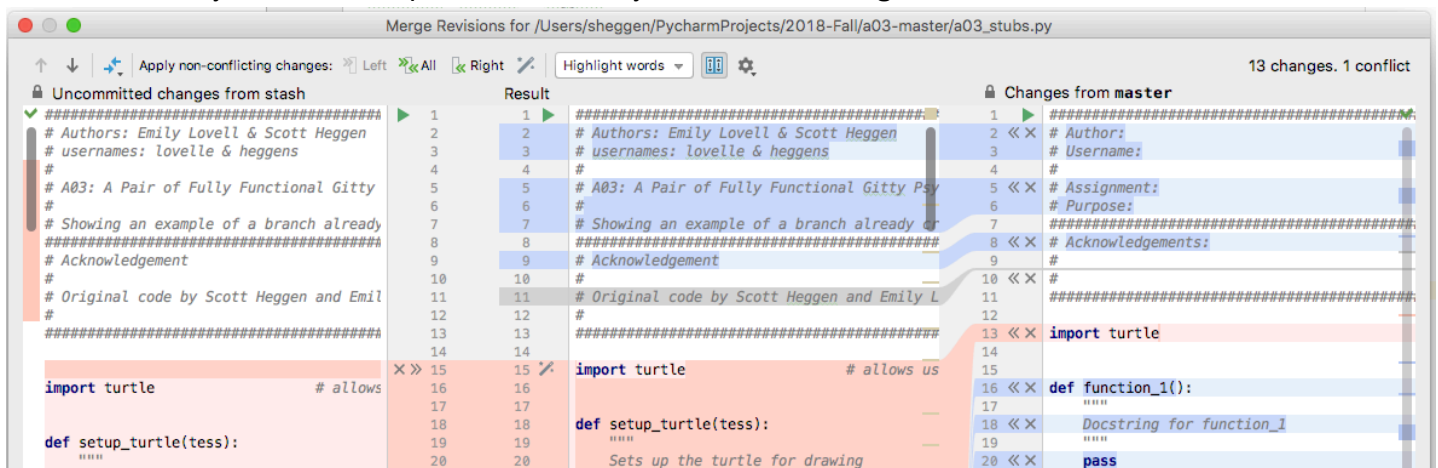
Potential Response 1: Some of you may get an error message in the bottom right corner of PyCharm saying it can't merge. This is okay, and related to those pesky hidden files we noted earlier. At the very bottom of PyCharm, go to Version Control, then go to the Local Changes Tab. Inside there, delete everything except the LICENSE, README.md, and your hw03_username.py file. Then, repeat the **Merge Changes...** steps above.

Merging can be a messy process, as you may be attempting to merge multiple people's work into a single working program. Again, good communication across the team will mitigate these problems, as Git can only do so much!

Potential Response 2: After selecting Merge above, you may have been asked to pick which file to keep: **Yours** (your local copy) or **Theirs** (what's in the Github repo).



Double click the file, and you'll see what differences exist between the two files. Make an educated decision about which file you should keep based on what you see in the **Merge Revisions** interface:



Potential Response 3: Everything goes through just fine. Whoo!

17. Once all issues are resolved and no more error messages occur, check to make sure you're on your own branch (shown in the bottom right of PyCharm), then **Commit** and **Push** your branch to GitHub.

If you get a different error, or do not know how to move forward, seek help from the instructors or the teaching assistants in the computer science lab before moving on.

18. Now, let's see how things look in the [GitHub repository](#) by going there in the browser. Note that it is called **Berea-College-CSC-226/hw03-master**. If it is called anything else, that is incorrect.

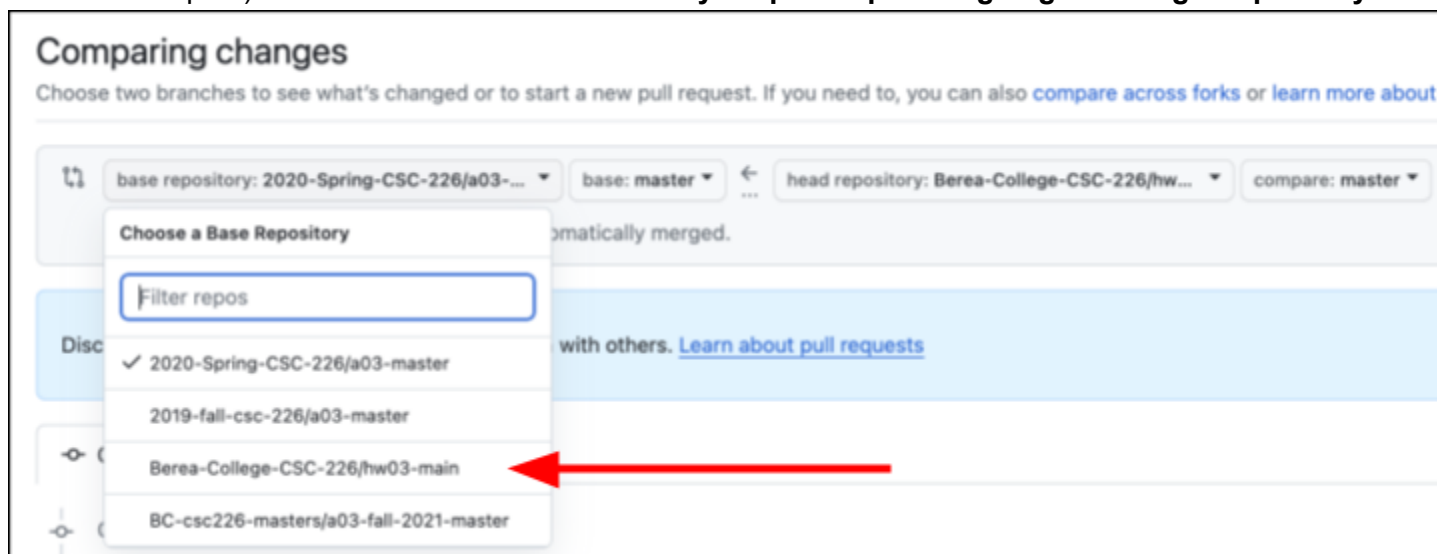
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How many branches are in the repository? Click the link to look at the branches. Do you see yours? Do you see any others?	15. The repositories on my branch is only one: ramav
Compare your branch and the master branch by clicking on each. Are they different?	16. Yes they are different from each other due to creating different branches and master branch is different from my local branch and some files from masters compared to ramav are not available on master.
Go back to PyCharm, and go back to the Branches interface from before. Checkout the master branch. Describe what happens to your file in the Project pane of PyCharm. Is it still there? Did it change?	17. There is different because when you switch from masters to ramav the homework files is there but in masters there is not and there is the different in files to which in masters are not available and in ramav yes.
Now go back to your branch in PyCharm. Is your file back? Based on your observations here, describe how branching is useful:	18. Yes, the file is back even though the homework file is not available in masters but in my branch ramav it is.

If you answered these questions before doing the merging process described above, please return [there](#) now and follow the rest of the instructions.

Issue a Pull Request

19. In Github (in the browser), you'll notice your branch is now there. Next to your branch is a button which says "Compare and Pull Request". Click it. This interface allows you to request that your branch be included in the master branch. Without merging branches, your code and everyone else's code are never integrated into a single product, which is ultimately the goal of using Git (one product, many developers). **VERY IMPORTANT! Make sure your pull request is going to the right repository:**



20. Leave a meaningful message that lets the repository owner (your instructors) know that you would like your code integrated. In a real software engineering project, we would review your code, ensure everything works correctly, and accept the pull request.

NOTE: The instructors are responsible for approving your pull request (i.e., merging your code into master). **You are done once you have issued the request.**

21. **If there's a problem with your pull request, we will add a comment to your pull request about what needs to be fixed (and Github will send you an email).** For example, many of you likely missed the very tiny instruction of including a link to this document in the header block; the TAs will message you to fix that issue. One of the greatest features about pull requests: when you commit and push changes to your branch, they automatically update the pull request! So, fix the change requested by the TAs, commit, push, and you are done!
22. The last step, which we'll leave for you to explore, is pulling back into your local copy of the repository the new master code after your pull request has been approved. Remember, the pull request merged your branch into master in the repository, NOT in your local.

Task 4: Ask a question

A lot happened in this assignment, and often, you do things without fully understanding them. Your last task is to formulate a question and ask it. To do this, put your question into the [Slack channel](#) and the TAs and the instructor will do our best to answer them.

Paste the link to your question in Slack here:

C19.

<https://bereacs.slack.com/archives/C3QACGH8R/p1707267411202469>

What just happened?

The following image summarizes the workflow you just replicated:



Submission Instructions

1. After you have submitted your pull request, you have successfully completed this assignment.
2. Be sure to check GitHub regularly to see whether the instructors have left you any tasks to fix your pull request.