Assignment 23: Patterns

Goals

1. Learn how to modify and display a ColorGrid using Bridges
2. Learn how to set/change colors for each pixel in the grid
3. Practice using simple loops to display patterns using the BRIDGES ColorGrid data structure

ColorGrid

The BRIDGES ColorGrid class is an abstraction for representing 2D images. It serves as a convenient way to display operations on images or other two dimensional structures. A similar structure is used in the BRIDGES Game API.

Assignement

- Use Bridges ColorGrid to display a simple pattern
- Call ColorGrid.set() method to set the color of a pixel in the grid (the color is passed as a generic of the class to the method)
- Loop through the grid and set each pixel to match a pattern

Examples

- Checker board, display 2 colors in an alternating checker board pattern or something thats interesting or relevant to you, your school's colors, mascot, team.
- Frame, display a frame around the entire board with the center filled
- Quadrants, Cut the image in four quadrants of different colors
- Or make a customized pattern of your own

Help

for C++

[ColorGrid documentation](#)

[Color documentation](#)

[Bridges documentation](#)

for Java

[ColorGrid documentation](#)

[Color documentation](#)

[Bridges class documentation](#)

for Python

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