

# BIL 101 INTRODUCTION TO COMPUTER SCIENCE

## HW 03

**Due to 19/10/2016 - 09:00**

### **IMPORTANT!**

Submit a .doc,a.asm file and a .py file to moodle. The name of your files should be:

**YOURNUMBER\_YOURNAME\_YOURSURNAME**

Any other name formats will lose points.

### **PART 1 (Submit to moodle / .py file)**

Write a python code that:

1. You have 3 shape: Circle, Equilateral Triangle, Square
2. Take the **radius value** of circle, **length of one side** of triangle and square.
3. Calculate shapes areas.
4. Prints results.

Explain what happens in each line of code writing comments.

**BONUS:** Print each shape with (\*) symbol, according to the side length or radius.

### **PART 2 (Submit to moodle / .asm file)**

Write an assembly code that multiply two integer. Your multiplication result can be smaller than 10. Save your code as machine code and submit it.

### **PART 3 (Submit to moodle / .doc file)**

Research the jpeg file format and write a paragraph about the file specifications.

Bonus Example:

Square side of length

->3

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