

~/Documents/Saint Louis/TIPE/TIPE2/Image-Converter.py

```
1 import time, pygame, sys, os
2 pygame.init
3 width, height = 2400, 400
4 backgroundColor = 255, 255, 255
5 pygame.display.set_caption("Road")
6 pausetime = 0.5
7
8 carHeight = 50
9 startingY = 200
10 startingX = 50
11
12 colorCar1 = 0, 127, 127
13 colorCar2 = 127, 127, 0
14 colorCar3 = 127, 0, 127
15
16 #fake Variables
17 printColor = 0, 0, 0
18
19 carColors = [backgroundColor, printColor, printColor, colorCar1, colorCar2, colorCar3]
20
21 screen = pygame.display.set_mode((width, height))
22
23 dir = sys.argv[1]
24
25 dirList = []
26 for filename in os.listdir(dir) :
27     dirList.append(filename)
28
29 dirList = sorted(dirList)
30
31 for filename in dirList :
32     f = open(str(dir + '/' + filename), "r")
33     tab = []
34     text = f.readline()
35     while text != "end\n" :
36         tab.append(int(text))
```

```
37     text = f.readline()
38 f.close()
39
40 screen.fill (backgroundColor)
41 x = startingX
42 for car in tab:
43     for y in range(carHeight):
44         screen.set_at((x, y+startingY), carColors[car])
45         x+=1
46
47 pygame.display.flip()
48 time.sleep(pausetime)
49
```