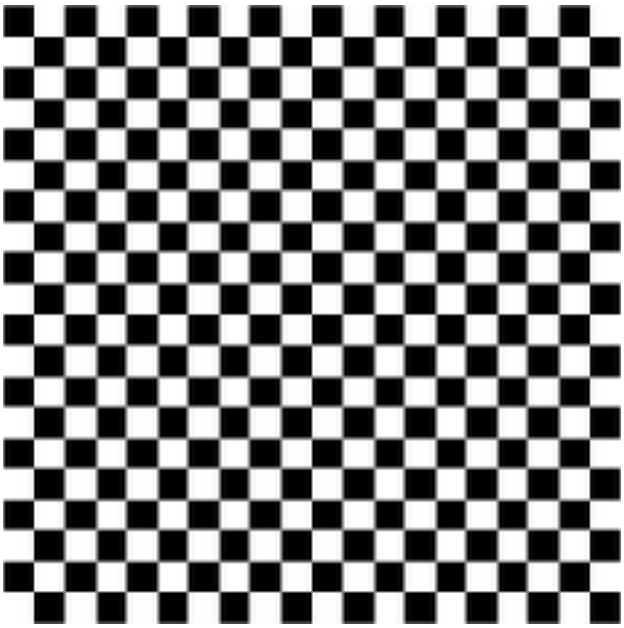
Question 1) Create a Python function called:

```
drawCheckerBoard(squareWidthSize, imageFileName, numOfRows)
```

that creates an image with squares that are arranged in two alternating colors (light and dark), similar to a chess board. The value that will be passed to 'numOfRows' will determine how many squares there will be in the image; for example, calling the following:

```
drawCheckerBoard(1000, "outputFile.ppm", 20)
```

should draw the 1000 by 1000 image below:



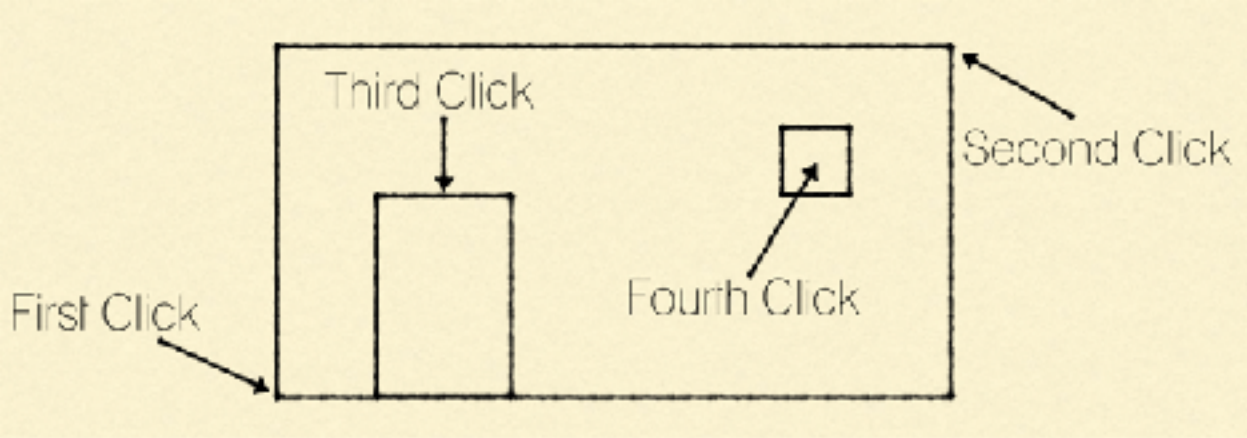
To create a 10000 by 1000 file, you can do the following:

```
from PIL import Image
myImage = Image.new('RGB', (1000, 1000), "black")
myImage.save("newImage.ppm")
```

You can then open the file and modify it.

Question 2) Create a Python function called `drawHouse()` that allows the user to draw a simple house using four mouse clicks. The first two clicks will be the opposite corners of the rectangular frame of the house. The third click will indicate the center of the top edge of a rectangular door.

The door should have a total width that is 1/5 of the width of the house frame. The fourth click will indicate the center of a square window. The window width is half the width of the door.



After drawing the house, when the user clicks on a particular area inside the house, that particular area that has been clicked on (window, door, or wall) should change to a random color. The user can click unlimited number of times on any area inside the house. As soon as the user clicks outside the house, the program ends.