**PPiC 6.1** Modify Session 6.5 to create a line with random pixel colors.

**PPiC 6.10** Write a function that takes a color image and displays a black and white image next to it. *Hint*: You may want to start by converting the image to grayscale. Any pixel with gray value less than some threshold will become black. All other pixels will be white.

**PPiC 6.17** Sepia tone is a brownish color that was used for photographs in times past. The formula for creating a sepia tone is as follows:

newR = (R × 0.393 + G × 0.769 + B × 0.189)

newG = (R × 0.349 + G × 0.686 + B × 0.168)

newB = (R × 0.272 + G × 0.534 + B × 0.131)

Write an RGB function to convert a pixel to sepia tone. *Hint:* Remember that RGB values must be integers between 0 and 255.

**PPiC 6.19** Import the turtle module and find out the names defined.

**PS 4.11.1** Write a recursive function to compute the factorial of a number.

**Bonus PPiC 6.26** Write a function to remove noise from an image. You can do this by replacing each pixel with the median of itself and its neighbors.

**Bonus PPiC 6.32** Write a function rotateImage90 that takes an image as a parameter and rotates the image by 90 degrees.