#Shane Thomas

#5901368

def assign3PartA():

file = pickAFile()

picture = makePicture(file)

startX = getWidth(picture)/2 - 60

startY = 30

X = getWidth(picture)/2 - 60

Y = 500

c1 = makeColor(255,100,50)

c2 = makeColor(0,0,255)

text1 = "Fish"

text2 = "Like to swim! "

addTextToPic(picture,c1,text1,startX,startY)

addTextToPic(picture,c2,text2,X,Y)

show (picture)

def addTextToPic(p,c,text,startX,startY):

if startX < 0 or startX >getWidth(p):

startX = getWidth(p)/2

if startY < 0 or startY > getHeight(p):

startY = getHeight(p)/2

addText(p,startX,startY,text,c)

def assign3PartB():

minOvals = 1

maxOvals = 100

minWidth = 40

minHeight = 60

width = 640

height = 480

randomOvals(minOvals,maxOvals,minWidth,minHeight,width,height)

def randomOvals(minOvals,maxOvals,minWidth,minHeight,width,height):

import random

canvas = makeEmptyPicture(width,height,black)

numberOvals = 0

X = 0

Y = 0

color = 0

Area = 0

Width = 0

Height = 0

ovals = random.randrange(minOvals,maxOvals+1)

for oval in range(1,ovals +1 ):

r = random.randrange(256)

g = random.randrange(256)

b = random.randrange(256)

randomcolor = makeColor(r,g,b)

startX = random.randrange(0, getWidth(canvas))

startY = random.randrange(0, getHeight(canvas))

randomheight = random.randrange(minWidth, minWidth + 50)

randomwidth = random.randrange(minWidth, minWidth + 10)

addOvalFilled(canvas, startX, startY, randomwidth, randomheight, randomcolor)

area = randomwidth \* randomheight

Ovalnumber = "The total number of ovals: " + str(ovals)

addText(canvas, (width/2-60), 20, Ovalnumber, white)

show(canvas)