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Repositorio GitHub:

https://github.com/VictorMA18/Lab05-Python





Ejercicios de Python

Para iniciar los ejercicios vamos a primero instalar un paquete de python el cual es

```
pip install pygame
```

Primer Ejercicio

Para esto vamos poner el primer codigo python el cual es:

```
import pygame
from chessPictures import *
from interpreter import draw
pygame.init()
iteraciones = [1,2]
caballoblanco = Picture(KNIGHT)
caballonegro = Picture(KNIGHT).negative()
for x in range(len(iteraciones)):
    if(x % 2 == 0):
    caballoblanco = caballoblanco.join(caballonegro)
else:
    caballoblanco = caballoblanco.under(caballoblanco.negative())
draw(caballoblanco)
```

Figura 1: Codigo





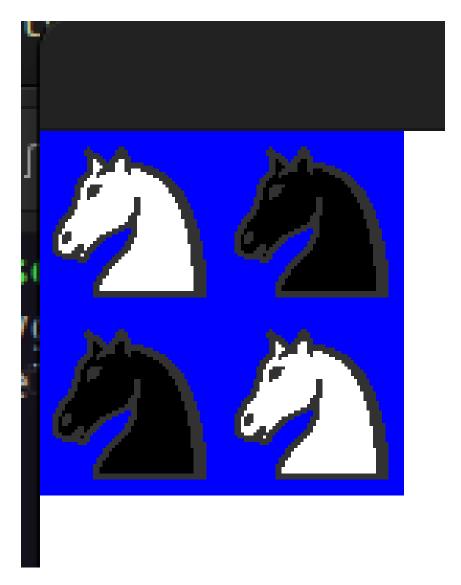


Figura 2: Ejecucion

Segundo Ejercicio

Para esto vamos poner el segundo codigo python el cual es:





```
import pygame
from chessPictures import *
from interpreter import draw
pygame.init()
caballoblanco = Picture(KNIGHT)
caballonegro = Picture(KNIGHT).negative()
for x in range(len(iteraciones)):
    if(x % 2 == 0):
    caballoblanco = caballoblanco.join(caballonegro)
else:
    caballoblanco = caballoblanco.under(caballoblanco.verticalMirror())
draw(caballoblanco)
```

Figura 3: Codigo

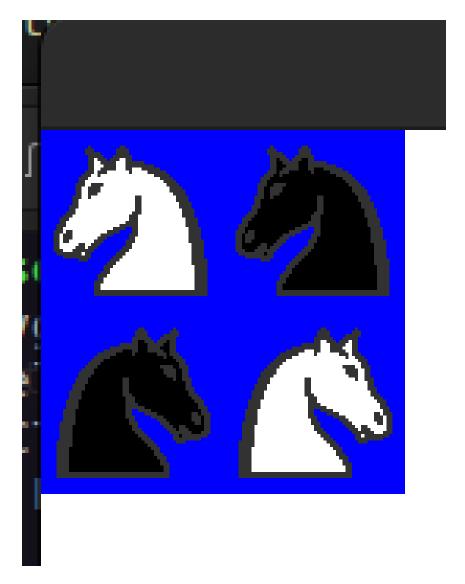


Figura 4: Ejecucion





Tercer Ejercicio

Para esto vamos poner el tercer codigo python el cual es:

```
import pygame
from chessPictures import *
from interpreter import draw
pygame.init()
iteraciones = [1,2]
reynablanca = Picture(QUEEN)
reynablanca = reynablanca.horizontalRepeat(4)
draw(reynablanca)
```

Figura 5: Codigo



Figura 6: Ejecucion

Cuarto Ejercicio

Para esto vamos poner el cuarto codigo python el cual es:

```
import pygame
from chessPictures import *
from interpreter import draw
pygame.init()
fila = Picture(None)
casilleroblanco = Picture(SQUARE)
casilleronegro = Picture(SQUARE).negative()
fila = (casilleroblanco.join(casilleronegro)).horizontalRepeat(4)
draw(fila)
```

Figura 7: Codigo







Figura 8: Ejecucion

Quinto Ejercicio

Para esto vamos poner el quinto codigo python el cual es:

```
import pygame
from chessPictures import *
from interpreter import draw
pygame.init()
casilleroblanco = Picture(SQUARE)
casilleronegro = Picture(SQUARE).negative()
casilleroblanco = (casilleroblanco.join(casilleronegro).negative()).horizontalRepeat(4)
draw(casilleroblanco)
```

Figura 9: Codigo



Figura 10: Ejecucion

Sexto Ejercicio

Para esto vamos poner el sexto codigo python el cual es:

```
import pygame
from chessPictures import *
from interpreter import draw
pygame.init()
casilleroblanco = Picture(SQUARE)
casilleronegro = Picture(SQUARE).negative()
filag = Picture(None)
filan = Picture(None)
filag = (casilleroblanco.join(casilleronegro)).horizontalRepeat(4)
filan = (casilleroblanco.join(casilleronegro).negative()).horizontalRepeat(4)
draw(filag.under(filan).verticalRepeat(2))
```

Figura 11: Codigo





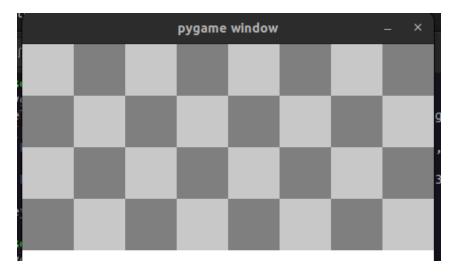


Figura 12: Ejecucion

Septimo Ejercicio

Para esto vamos poner el septimo codigo python el cual es:

```
| Import pygame | 1 import pygame | 2 from chespitctures import **
| 2 from chespitctures import **
| 3 from chespitctures import **
| 4 from chespitctures import **
| 5 from chespitctures import **
| 6 from chespitctures import **
| 6 from chespitctures import **
| 7 from chespitctures import **
| 8 from chespitctures import **
| 9 from chespitctures import **
| 1 from chespitctures import **
| 1 from chespitctures import **
| 1 from chespitctures import **
| 2 from chespitctures import **
| 3 from chespitctures import **
| 4 from chespitctures import **
| 5 from chespitctures import **
| 6 from chespitctures import **
| 9 from chespitctures import **
| 1 from chespitctures import **
| 2 from chespitctures import **
| 3 from chespitctures import **
| 4 from chespitctures import **
| 5 from chespitctures import **
| 6 from chespitctures import **
| 6 from chespitctures import **
| 7 from chespitctures import **
| 8 from chespitctures import **
| 9 from chespitctures import **
| 1 from chespitctures import **
| 2 from chespitctures import **
| 3 from chespitctures import **
| 4 from chespitctures import **
| 4 from chespitctures import **
| 4 from chespitctures import **
| 5 from chespitctures import **
| 5 from chespitctures import **
| 6 from chespitctures import **
| 6 from chespitctures import **
| 7 from chespitctures import **
| 9 from chespitctures import **
```

Figura 13: Codigo





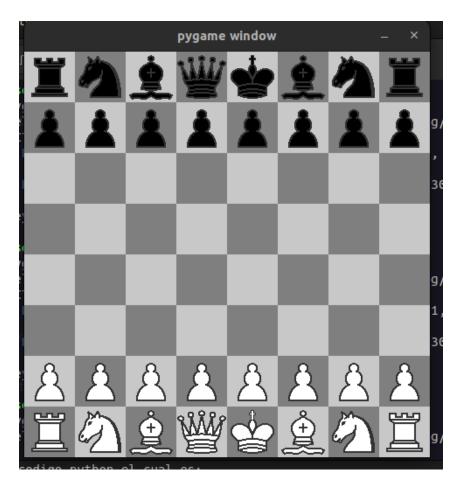


Figura 14: Ejecucion

 $\label{locality} \begin{tabular}{ll} URL\ de\ video\ de\ explicación: \verb|https://drive.google.com/file/d/1FKJIwx4yqkJdi3IXroJYgPwxZLg_5Hz0/view?usp=sharing \end{tabular}$

URL de repositorio de GitHub: https://github.com/VictorMA18/Lab03-Javascript