

CSGE601020

Dasar-Dasar Pemrograman 1

Foundations of Programming 1

Programming Assignment 1

LAST DAY for uploading the result of your work to SCeLE: Mon 18 Sept 2017 (11:55 PM).
Don't forget to write enough comments in your source code.
Please contact the TA (teaching assistant) for giving a demo of your work, 27 Sept 2017 at the latest. The TA will give you a mark after the demo.

Please start working on this assignment immediately. If you have any questions, please ask the TA or the professor.

Marking scheme:

60 % correctness
30 % explanation in demo session
10 % program documentation (comments, neatness)

Task Description

Chessboard and Flower with Random Colors

Write a Python program that can also be run outside of IDLE. The program draws a chessboard and a flower with random colors. The chessboard consists of **squares** (rectangle with equal width and height), each with a random color. The flower consists of **petals** (a pair of **arcs**). The **total number of squares** of the chessboard and the **number of petals** of the flower are displayed below the picture. In order to generate a random color component, you can import the module **random** and use the function **random()**. You will need to use the **while** or **for** statement.

Your program has to interact with the user to ask for the value of

- 1) the number of rows (which is equal to the number of columns)
- 2) the size of a square (in pixels)
- 3) the number of petals

The user's input should be validated, which means that your program should check the validity of user's input. For example, if the user gives a wrong value (too small or too large), your program should reject it.

The following methods will be useful for this assignment:

Turtle(), **getscreen()**, **title()**, **numinput()**, **speed()**, **up()**, **goto()**, **down()**, **color()**, **write()**, **setheading()**, **begin_fill()**, **forward()**, **left()**, **end_fill()**, **hideturtle()**, **exitonclick()**, etc.

To find out more about the Turtle Graphics and Screen/Window, try the following from IDLE:

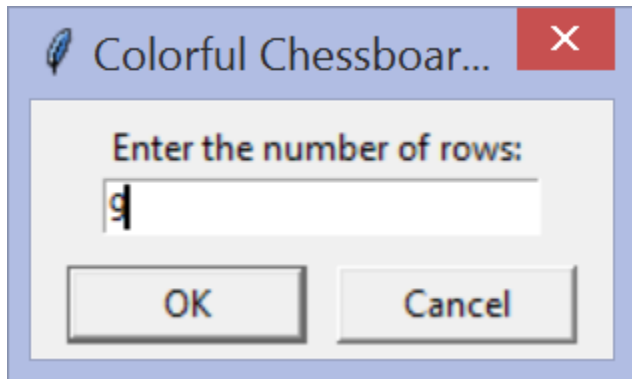
```
>>> from turtle import *  
>>> help(Turtle)
```

```
>>> help(TurtleScreen)
```

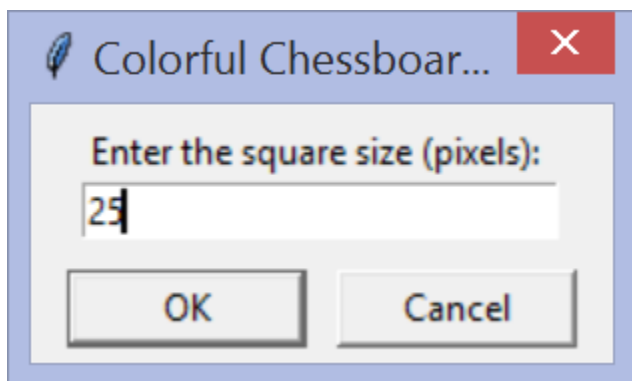
Happy Programming! 'Met ngoding!

L. Y. Stefanus

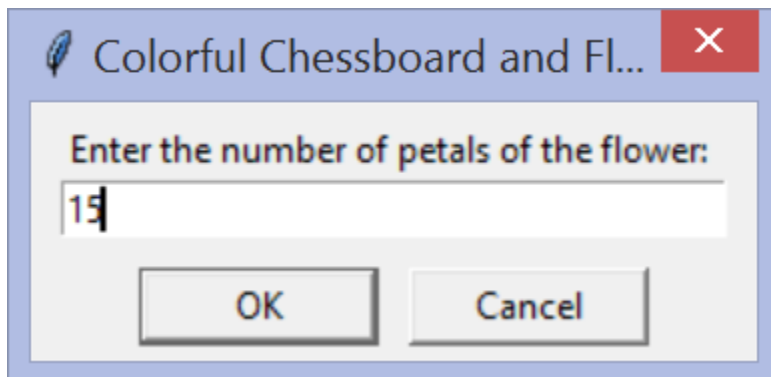
Examples of program execution:



A dialog box titled "Colorful Chessboard..." with a feather icon and a close button. It contains a text input field with the label "Enter the number of rows:" and the value "9". Below the input field are "OK" and "Cancel" buttons.



A dialog box titled "Colorful Chessboard..." with a feather icon and a close button. It contains a text input field with the label "Enter the square size (pixels):" and the value "25". Below the input field are "OK" and "Cancel" buttons.



A dialog box titled "Colorful Chessboard and Fl..." with a feather icon and a close button. It contains a text input field with the label "Enter the number of petals of the flower:" and the value "15". Below the input field are "OK" and "Cancel" buttons.

