COMP1005/5005 - Practical Test 3

1. **Download the starter code from the PracTest3 area in Assessments on BB**

2. **Modify a Python program:**

Modify the code in **dancefloor`.py` & `stageLights.py`** as follows, saving each completed step in the tasks as indicated

#	Task
1	**dancefloor1.py**: Update the code to plot the first image in the example: • Change the **background facecolor** to black • Change the colour of the light to **red** • Make a **2-D array of objects** to have 10x10 lights on the dancefloor • Update the title and save a sample image **from within your program**
2	**dancefloor2.py**: Update your code to plot the top right image: • Read the lights in from the file **lights.csv**, into a 2-D array of objects • Update the title and save a sample image (savefig)
3	**dancefloor3.py**: Update your code to make a series of images (middle ones): • Read the lights in from the **col_lights.csv** file, into a 2-D array • Loop through 10 times, changing the colours using the method **setColour**(colour) – you should have a list of colours to cycle through • Update the title and save a sample image each time through the loop, **including the loop index in the filename**
4	**dancefloor4.py**: Update your code to plot the bottom image: • Create a BubbleMachine object at position (0,200) • Modify the stepChange method to move the bubbles randomly within 100 in the row/column directions • Make the bubbles partly transparent • Update the title and save a sample image each time through the loop, including the loop index in the filename

3. **README**

Update the **README** file to refer to files and directories you have created, use today's date and to include the programs and a short description of them.
Document your code, if you haven't already.

4. **Submission and Assessment**

A tutor must assess your work when complete. Zip and submit your files to BB

End of Test