

- Python "program"
- Comments on Style
- Informal Thoughts on Computational Cost
  - Repeated Calculations
  - Additional Functions

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Recommend a  
song or album.

(in chat, at any time)

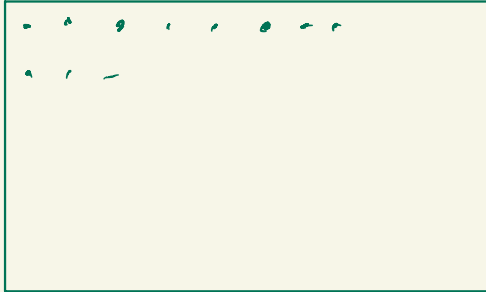
casting\_test

ppm



image.ppm

width



header

height

pixel  
color  
values

P3

width<sup>512</sup> height<sup>362</sup>  
255

0<sup>r</sup> 0<sup>g</sup> 0<sup>b</sup>  
255 0 0  
0 255 0  
127 0 127

red = 0  
green = 255  
blue = 21

print(red, green, blue)

Cast\_all\_rays

Color

two models

int

0 → 255

ppm format (external)

red = 0.0  
green = 1.0  
blue = 0.09

print(convert(red), ...)

float

0.0 → 1.0

(internal)

0.0



0



1.0



$\times 255$

255

"helper" function

out\_value



int

= int(in\_value  $\times 255$ )



float

# Casting - test.py

```
import ---
```

```
def main():
```

```
    # set up scene
```

```
    # eye, spheres
```

```
    cast.cast_all_rays(  
        ---)
```

```
if __name__ == '__main__':  
    main()
```

python3 casting\_test.py

```

class Point:
    def __init__(self, x: float, y: float):
        self.x = x
        self.y = y

class Example:
    def __init__(self, values: List[Tuple[Point, float]]):
        self.values = values

list : List[Example] = ...

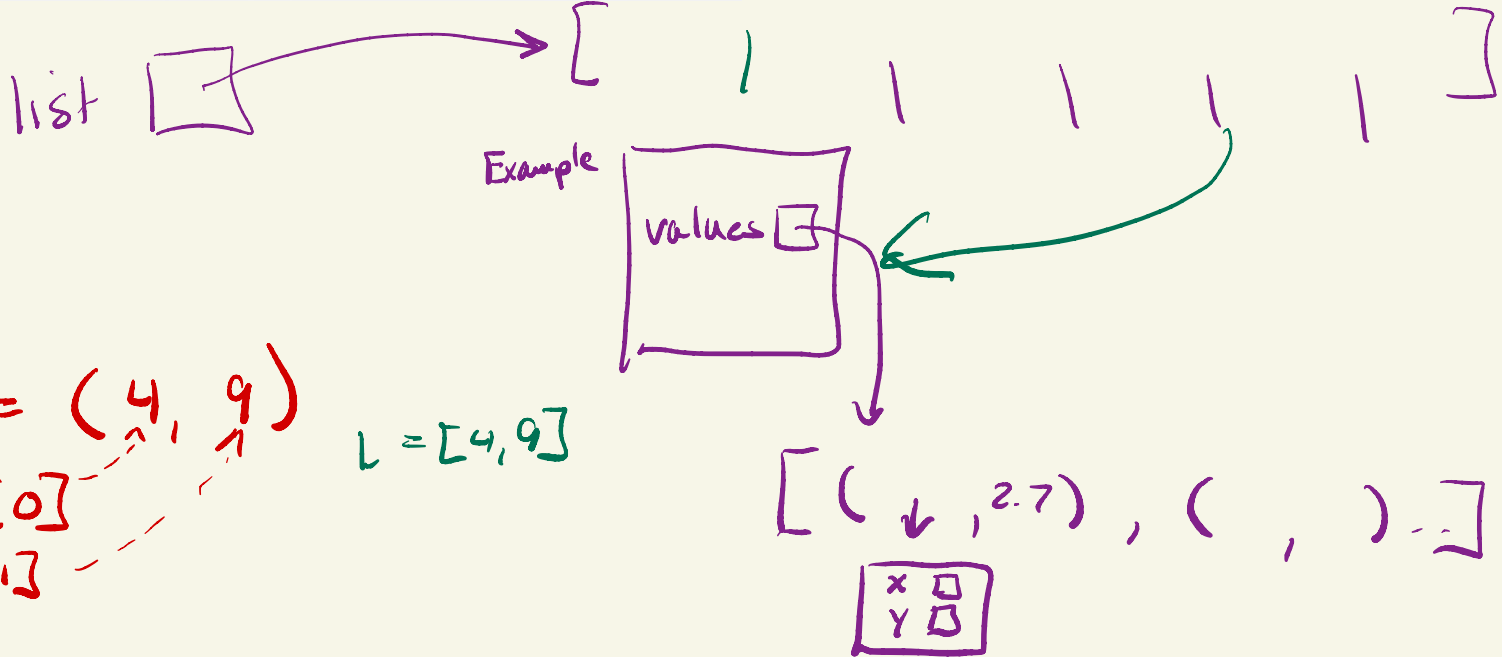
```

tuple

list[3].values[2][0].x

↑ index into list

↑ Point access attribute in object



$t = (4, 9)$

$t[0]$

$t[1]$

$l = [4, 9]$

