Computer Science Bitmap Assignment Instructions

- Your final submission will be a Python .py program

In this assignment you will write a dot-matrix "bitmap" display emulator, and a shape drawing program. The dot-matrix display is 80 wide by 24 tall, so it has 80*24=1920 bits. It only has two colors: off and on. Off will be represented by a space " ", while On will be represented by an asterisk, "*".

When the program starts, it should ask the user for a bitmap number. Then it should display the bitmap followed by the bitmap number. For ever 1 bit in the bitmap number, the program should display an asterisk, for every 0 bit it should display a space. The bit in the 1s place (2^0) represents row 0, column 0. The bit in the 2s place (2^1) represents row 0, column 1. The bit in the 2^{11} place represents row 0, column 11. The bit 2^{80} place represents row 1, column 0. The bit in the 2^{91} place represents row 1, column 11. Hint: 91 is 80*1 + 11.

Then it should ask the user if they want to add a line. If the user enters "yes", then it should ask them for a starting row and column, and an ending row and column. It should then ask them if it should turn the line on or off. If the user selects on, it draw the line in on bits ("*"s), if the user selects off it should draw the line in off bits (" "s) (it is actually erasing the line!). Then it should print the bitmap followed by the bitmap number. Then the program should ask the user if they want to add a line again.

Part 1:

- Write a function to display the bitmap and the bitmap number.
- Get your program working so that it starts, asks for the bitmap number, and then displays the bitmap and the bitmap number.
- You are **NOT ALLOWED** to use bin() or bitarray or other similar tools in your answer. You can use them to check your work, but **remove it or comment it out** before you submit.
- You must use bitwise arithmetic.

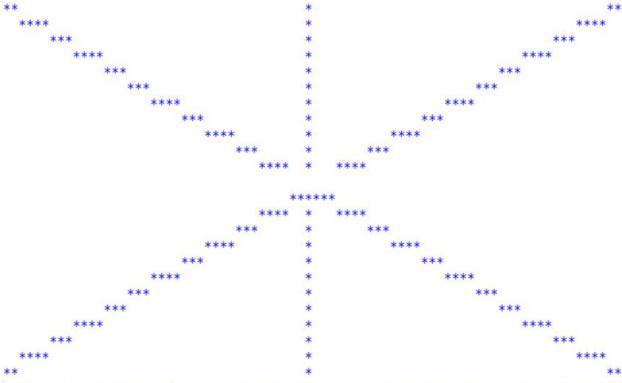
Hint: Print one line for each row.

Hint: For some row and column, you should use the formula 80*row+column

Hint: You will need to use bitwise arithmetic to determine if each bit is 1 (on, "*") or 0 (off, " ").

For example, the number

71228358856350439307842695043850810868760354080006037556315938238160801784942818085060472093 599721166950248427511921304149509630757643269778465219608030292559620232364444138510869265988 531702403129239285808174732198201623400564690905187512458461418978703054260725808661304224345 325012877795925595258644099155493831152844710274377850449431953796849992664807953165291573024 380784453928853916845825242896941142307013464243762256033292379841504928810853560616082138166 279745513449239452112395637288109963201958283102026733235122002699869762191513518141777498191 20318220003990044675 should draw a giant star like it does below. The star is also in Example 1. It's a very large number because its 1920 bits long... or 1331 decimal digits long. Just make sure to copy and paste the whole thing!



 $712283588856350439307842695043850810868760354080006037556315938238160801784942818085060472093599\\721166950248427511921304149509630757643269778465219608030292559620232364444138510869265988531702\\403129239285808174732198201623400564690905187512458461418978703054260725808661304224345325012877\\795925595258644099155493831152844710274377850449431953796849992664807953165291573024380784453928\\853916845825242896941142307013464243762256033292379841504928810853560616082138166279745513449239\\452112395637288109963201958283102026733235122002699869762191513518141777498191203182200039900446$

Part 2:

Write a function to ask the user if they want to add a line. Use the function with a loop to repeat the line adding until the user says "no." Write a function to turn bits on or off. You should use loops and rounding to determine the row/column locations. If the line has more rows than columns, you should set the same number of bits as there are rows for the line to cross. If the line has more columns than rows, you should set the same number of bits as there are columns for the line to cross. So, if you are drawing a line from 0,0 to 23,79, you should set 80 bits on or off. If you are drawing a line from 0,0, to 23,0, you should set 24 bits on or of (one on each row).

- You are **NOT ALLOWED** to use bin() or bitarray or other similar tools in your answer. You can use them to check your work, but **remove it or comment it out** before you submit.
- You must use bitwise arithmetic.

Hint: the round() function in Python can round numbers.

Hint: you can either draw the line column-wise (by making a loop over the columns) or row-wise (by making a loop over the rows). When there are more rows than columns in the line, it's better to loop row-wise. When there's more columns than rows to cover, it's better to loop column-wise. For example, if you're drawing from 0,0 to 23,79 it's better to loop over the columns from 0 to 79 (including 79).

Hint: If you're looping column-wise, find a way to calculate what row you should be on. For example, if you're drawing from 0,0 to 23,79, and you're currently on column 55 you should be on row 16. This is because you're 55/79=0.6962 (~70%) of the way through the columns already. You need to draw rows 0 to 23, so 23 * 0.6962 is 16.012... you can round that to 16. So, when you're on column 55 you should be on row 16. Note that the distance from row 0 to row 23 is 23, even though we'll be changing bits in 24 rows. Similarly, the distance between column 0 and column 79 is 79, even though we'll be changing bits in 80 columns. This is because we're rounding.

Hint: It might be easier to get this working on lines that start at 0,0 before trying to get it working for any line.

Part 3:

- Fix your program so that if the user doesn't enter a valid answer for on/off or yes/no, the program simply asks again.
- Fix your program so that if the user enters a number less than 0 or greater than 23 for rows or 80 for columns, the program simply asks again.
- Fix your program so that if the user enters a end column greater than the start column, the program still works correctly.
- Fix your program so that if the user enters an end row greater than the start row, the program still works correctly.
- Fix your program so that if the user enters the same start and end row AND the same start and end column, it does not crash, it should set (or clear) a single bit.
- Fix your program so that it does not crash due to dividing by zero.
- It is okay for the program to crash with "ValueError: invalid literal for int()" errors. To get full marks, these should be the **only** errors/crashes.

Hint: the abs() function in Python gives you the absolute value.

Example 1:

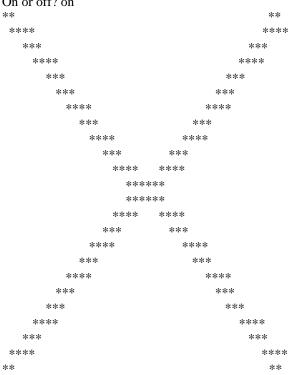
>>>	
====== RESTART:	/home/bitmap.py
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Enter bitmap number: 0	

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Add a line? yes
Start row? 0
Start column? 0
End row? 23
End col? 79
On or off? on
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Add a line? yes Start row? 0 Start column? 79 End row? 23

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End col? 0
On or off? on
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 $712283588855918560541026518588830934319355341853469942895198452988263254655372659721545327237\\342835974939322224874153074301966485017746780898345409432274469630633094709978719014456901905\\463134609204541937938523630976453712920359377314978637413792978396508054024462903199195584615\\904255624589013857836818274165190403502755509426452446805767006047216803623501007321169114027\\507421861214549774969095404466121825990572036613890951431334838713924748810450746504498455564\\591584416879555179499514359298488841961132970679557980914517009251499055235589743669710707639\\92262499361695465475$

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Add a line? yes
Start row? 11
Start column? 0
End row? 11
End col? 79
On or off? on
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Add a line? yes Start row? 0 Start column? 39 End row? 23 End col? 39 On or off? on

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Add a line? yes Start row? 11 Start column? 0 End row? 11 End col? 79 On or off? off ** ** **** **** *** **** **** *** *** **** * *** * *** * *** **** * **** ***** *** **** * **** * *** * *** **** *

 $712283588856350439307842695043850810868760354080006037556315938238160801784942818085060472093\\599721166950248427511921304149509630757643269778465219608030292559620232364444138510869265988\\531702403129239285808174732198201623400564690905187512458461418978703054260725808661304224345\\325012877795925595258644099155493831152844710274377850449431953796849992664807953165291573024\\380784453928853916845825242896941142307013464243762256033292379841504928810853560616082138166\\279745513449239452112395637288109963201958283102026733235122002699869762191513518141777498191\\20318220003990044675$

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Add a line? no

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Example 2:

Enter bitmap number:

 $557415871638820148295713944850899143245629567421444501925073314862896515077041471996282708901\\453372337288424410699067868126307191750988131612878106718790626668996424628995179780872632793\\455469914078102729720840910675306161443505120942990773344260198233717093228741405518336786614\\8820147609501397023165775872$

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Add a line? yes Start row? 11 Start col? 60 End row? 12 End col? 60 On or off? on

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Add a line? narf Add a line? 0`12 Add a line? al;skdjf Add a line? no

Enter bitmap number: 0

78558290045507684229937976743715303480002087074805831416151182487766775650951759645410710074597991958902317464443175729665470295025408663742532176727243068756328192905560005432301803725694725993826268899601547760577034494455597276950073243314363978472630235429940472931082260860471757922609063884958105498472113780971872692358099712001588920266558040045382517653648066629211897550159877794837916152410990267760415912695443459032649566469982047944310483361829228347158800985783954926441368155110488819183865309633605075005314201876922730351484624252698623

Add a line? yes

Start row? 23

Start col? 79

End row? 0

End col? 79

On or off? on

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Add a line? yes

Start row? 23

Start col? 79

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End col? 0

On or off? on

On or off? on ******************************	****************
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Add a line? yes

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On or on: on

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 $53297827240433649551348224938019907162376816663362686968844538361603294023634949474290798059\\096631536002972885610283840302360689890027364122681478832646689498350078013734680113803482474\\911458624210020786082502855961984762865537820465825422777583737652678059420214023280899426104\\019116070472192508970422111611803856037746381334074950671753382041219043913769360485364618612\\62328056015158903782$

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Add a line? yes Start row? 0

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On or off? off

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Add a line? yes Start row? 23

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Add a line? yes

Start row? 23

Start col? 79

End row? 23

End col? 79

On or off? off

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Add a line? no

>>>

Your file should include the answers to all questions, and the code from the last step only.

Marking:

- 1 pt: Program syntax is correct, program is can be run without errors. Only errors caused by entering wrong or weird or the problems listed in Part 3 are allowed.
- 2 pt: Program works for Part 1: The code uses bitwise arithmetic and loops to display asterisks and spaces, and it works correctly. Partial marks will be given for partially-working code.
- 3 pt: Program works for Part 2: The code prompts the user and uses bitwise arithmetic and loops to set the correct bits in the bitmap for the lines the user enters. Partial marks will be given for partially-working code.
 - o 1/3 for code that draws the correct rows but not columns or column but not rows.
 - \circ 2/3 for code that works if the line starts at row 0, column 0.
- 2 pt: Program works for Part 3: The code works even in the circumstances listed in Part 3. Partial marks will be given for partially-working code.
- -1pts: Program doesn't use functions for asking whether to add a line, setting bits on/off.
- -3pts: Not using bitwise arithmetic, using bin() or bitarray, or otherwise avoiding bitwise arithmetic. bin()/bitarray/etc. are allowed to be used to double-check your work, but you should remove them or comment them out before submitting.