

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 $80 \times 24 = 1920$ 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 every 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 $80 \times 1 + 11$.

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 bytearray 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 $80 \times \text{row} + \text{column}$

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

For example, the number

71228358885635043930784269504385081086876035408000603755631593823816080178494281808506047209359972116695024842751192130414950963075764326977846521960803029255962023236444413851086926598853170240312923928580817473219820162340056469090518751245846141897870305426072580866130422434532501287779592559525864409915549383115284471027437785044943195379684999266480795316529157302438078445392885391684582524289694114230701346424376225603329237984150492881085356061608213816627974551344923945211239563728810996320195828310202673323512200269986976219151351814177749819120318220003990044675 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!

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
=====
Enter bitmap number: 0
```

0

Add a line? yes

Start row? 0

Start column? 0

End row? 23

End col? 79

On or off? on

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712283588855918560541024161840129569088828443677127951581946019256325498701378876052785487870
520582771596743270826264924542919481455103475963518106850749682974909959154984601513585717349
035636696547118090805484450742989249424114631153372067735412034650129140759370101782083543723
140229778652712645144426701560149644388027896385724582857559506821191975754047395646445242805
735456478137905253906642688527574592592679157808932944458816729165515104430323407337231664359
189428382744986554417260166481206920165301050281571529979142086450647132347639866288572505215
61670503971340419075

Add a line? yes

Start row? 0

Start column? 79

End row? 23


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* * *      * *  * *  *      *
* * *      * *  * * * * * *  * * * * *

```

557415871638820148295713944850899143245629567421444501925073314862896515077041471996282708901
453372337288424410699067868126307191750988131612878106718790626668996424628995179780872632793
455469914078102729720840910675306161443505120942990773344260198233717093228741405518336786614
8820147609501397023165775872

Add a line? yes

Start row? 11

Start col? 60

End row? 12

End col? 60

On or off? on

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* *      * * * * *      *
* *      *      *
* * *      * *      *
* * *      * *      *
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168097408092776759062653061847960740037127942804944745357186140413635177598295940143312276462
941119772202260189009183645121286187104346089280133108233128236959611312780351765175440261965
801883782308108535925827340199929182558126209980320150656737222917971288319424348742930895625
85711505061166316158109876224

Add a line? narf

Add a line? 0 12

Add a line? al;skdjf

Add a line? no


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>>>
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Example 3:

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

0

Add a line? yes

Start row? 0

Start col? 0

End row? 23

End col? 0

On or off? on

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474855725903945707027350496853775532568725802243076739443556981684231953520951411643266253543
240289357259425402591018466784777417502260244006710174464022031514893450924811897537766219401
082360124364531191552244331277212434944090831682787585089706388794901268462705160795154374546
812084426049979030868446986130291623026631952527750656857775335379035000228716729174341251150
784137004992405511876652009828786420469825562544415144511051700345505496550171924809821031295
830500361791574894849507369141486609360866918726619339821682336870464627598694220965982631494
72002252961426178047

Add a line? yes

Start row? 23

Start col? 79

End row? 23

End col? 0

On or off? on

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949711451807891414054698244167399472368503556658267086741111392546971562635073776116401246318
262675064580419253456278638677699677176730075193588718274497655902632558800805555580309380005
532978272404336495513482249380199071623768166633626869688445383616032940236349494974290798059
096631536002972885610283840302360689890027364122681478832646689498350078013734680113803482474
911458624210020786082502855961984762865537820465825422777583737652678059420214023280899426104
019116070472192508970422111611803856037746381334074950671753382041219043913769360485364618612
52228056015158902783
Add a line? yes
Start row? 0
Start col? 0
End row? 0
End col? 0
On or off? off
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262675064580419253456278638677699677176730075193588718274497655902632558800805555580309380005
532978272404336495513482249380199071623768166633626869688445383616032940236349494974290798059
096631536002972885610283840302360689890027364122681478832646689498350078013734680113803482474
911458624210020786082502855961984762865537820465825422777583737652678059420214023280899426104
019116070472192508970422111611803856037746381334074950671753382041219043913769360485364618612
52228056015158902782
Add a line? yes
Start row? 0
Start col? 79
End row? 0
End col? 79
On or off? off
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```

949711451807891414054698244167399472368503556658267086741111392546971562635073776116401246318
26267506458041925345627863867769967717673007519358871827449765590263255880080555580309380005
53297827240433649551348224938019907162376816663362686968844538361603294023634949474290798059
096631536002972885610283840302360689890027364122681478832646689498350078013734680113803482474
911458624210020786082502855961984762865537820465825422777583737652678059420214023280899426104
019116070472192508970422111611803856037746381334074950671753382041219043913769360485364612567
89318248700571549694

Start row? 23

End row? 23

On or off?

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[illegible]

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.
 - 1/3 for code that draws the correct rows but not columns or columns but not rows.
 - 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.