Review

Mutable data

```
def swap(L2, i1, i2):
    temp = L2[i1]
    L2[i1] = L2[i2]
    L2[i2] = temp

myL = [2, 3, 4, 1]
swap(myL, 0, 3)
print(myL)
```

Immutable data

```
def swap(a, b):
    temp = a
    a = b
    b = temp
    return (a,b)

x = 5
y = 10
(x,y) = swap(x, y)
print(x, y)
```

```
mL1 = [1,2]

mL1 = [3,4]

mL2[0] = 3

mL2[1] = 4

print(mL1)

print(mL2)
```





What do you think about this code?

- A. It prints different results
- B. It prints the same results

```
mL1 = [1,2]
L1 = mL1
mL1 = [3,4]
print(mL1)
print(L1)
                 →[ 1, 2 ]
mL1
                 →[ 1, 2 ]
mL2
```

```
mL2 = [1,2]
L2 = mL2
mL2[0] = 3
mL2[1] = 4

print(mL2)
print(L2)
```

What do you think about this code?

- A. It prints different results
- B. It prints the same results

```
def process(x):
    x = [3,4]
    x[1] = 5
    return x

L1 = [1,2]
process(L1)
print(L1)
```

- A. [1,2]
- B. [3,4]
- C. [3,5]
- D. [1,5]
- E. Something else

```
def process(x):
    x[1] = 5
    x = [3,4]
    x[0] = 8
L1 = [1,2]
process(L1)
print(L1)
```

- A. [1,2]
- B. [8,4]
- C. [8,5]
- D. [1,5]
- E. Something else

```
def inc1(x):
    x = x + 1

def inc2(x):
    x[0] = x[0] + 1

L1 = [1,2]
inc1(L1[0])
inc2(L1)
print(L1)
```

- A. [1,2]
- B. [2,2]
- C. [3,2]
- D. [1,3]
- E. Something else

```
def inc1(x):
    x = x + 1
def inc2(x):
    x[0] = x[0] + 1
L1 = [1,2]
L2 = [3,6]
L1[1] = L2
print(L1)
inc2(L1)
inc2(L2)
print(L1[1][0])
```

- A. 2
- B. 3
- C. 5
- D. 6
- E. Something else

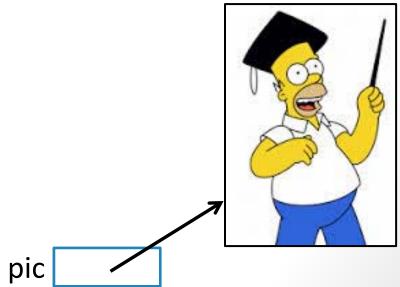
```
def modify(im):
    for x in range(im.size[0]):
        im.putpixel( (x,im.size[1]//2), (0,0,0) )
    return im

pic = Image.open('homer.jpg')
pic2 = modify(pic)
pic.show()
```

What happens?

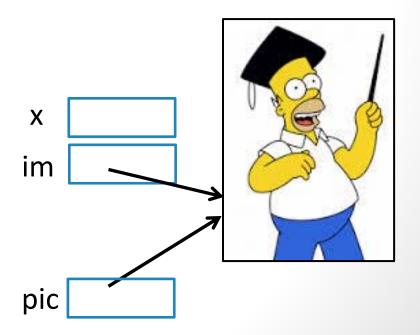
- A. You get an error
- B. An empty image is shown
- C. The original image is shown
- D. The modified image is shown
- E. Something else

```
def modify(im):
   for x in range(im.size[0]):
     im.putpixel( (x,im.size[1]//2), (0,0,0) )
   return im
pic = Image.open('homer.jpg')
pic2 = modify(pic)
pic.show()
```



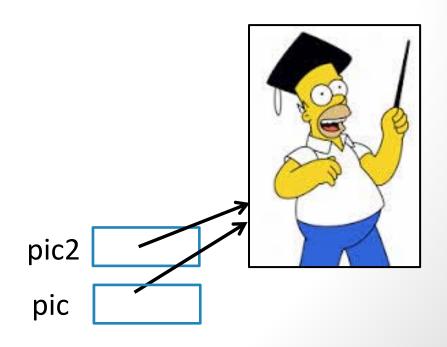
```
def modify(im):
    for x in range(im.size[0]):
        im.putpixel( (x,im.size[1]//2), (0,0,0) )
    return im

pic = Image.open('homer.jpg')
pic2 = modify(pic)
pic.show()
```



```
def modify(im):
    for x in range(im.size[0]):
        im.putpixel( (x,im.size[1]//2), (0,0,0) )
    return im

pic = Image.open('homer.jpg')
pic2 = modify(pic)
pic.show()
```



```
def modify(im):
    for x in range(im.size[0]):
        im.putpixel( (x,im.size[1]//2), (0,0,0) )

pic = Image.open('homer.jpg')
pic2 = pic
pic = Image.open('homer.jpg')
modify(pic2)
pic2 = pic
pic2.show()
```

What happens now?

- A. You get an error
- B. An empty image is shown
- C. The original image is shown
- D. The modified image is shown
- E. Something else

test12

```
from PIL import Image
def resize(im):
  for x in range(im.size[0]//2):
    for y in range(im.size[1]//2):
       (r,g,b) = im.getpixel((x*2,y*2))
       im.putpixel( (x,y) , (r,g,b) )
pic1 = Image.open("homer.jpeg")
pic1.show()
resize(pic1)
pic1.show()
```

The first image that is shown is What is the second?



Α.



В.





D.



E. Something else

```
from PIL import Image
def resize(im):
  for x in range(im.size[0]):
    for y in range(im.size[1]):
       (r,g,b) = im.getpixel((x//2,y//2))
       im.putpixel( (x,y) , (r,g,b) )
pic1 = Image.open("homer.jpeg")
pic1.show()
resize(pic1)
pic1.show()
```

The first image that is shown is What is the second?



A.



В.





D.



E. Something else

Images and Recursion

```
# The resize function takes an image as an argument
# and returns a new image of half the size
def resize(im):
...
return im2
```

```
# The insert function takes three arguments. The first two
# arguments are images. The second image is inserted into the
# first one (which is therefore modified)
# The location where the insertion happens is given by loc,
# which specifies the quadrant (0 .. 3, counterclockwise)
def insert(im1,im2,loc):
```

```
# The resize function takes an image as an argument and returns a new image # of half the size def resize(im):
...
return im2
```

The insert function takes three arguments. The first two arguments are # images. The second image is inserted into the first one (which is therefore # modified). The location where the insertion happens is given by loc (quadrant) def insert(im1,im2,loc):

• • •

```
def create(im):
    # Complete this function

pic = Image.open("homerprof.jpg")
create(pic)
pic.show()
```



```
# The resize function takes an image as an argument and returns a new image # of half the size def resize(im):
...
return im2
```

The insert function takes three arguments. The first two arguments are # images. The second image is inserted into the first one (which is therefore # modified). The location where the insertion happens is given by loc (quadrant) def insert(im1,im2,loc):

...

```
def create(im, levels):
    # Complete this function

pic = Image.open("homerprof.jpg")
create(pic,5)
pic.show()
```



image_recursivelinear1

```
# The resize function takes an image as an argument and returns a new image # of half the size def resize(im):
...
return im2
```

The insert function takes three arguments. The first two arguments are # images. The second image is inserted into the first one (which is therefore # modified). The location where the insertion happens is given by loc (quadrant) def insert(im1,im2,loc):

def create(im, levels):
 # Complete this function

pic = Image.open("homerprof.jpg")
create(pic,6)
pic.show()



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