

Specification for Assignment 01

Your submission for this assignment **must include your full name** and you nine-digit **student number as a comment** at the top of the **source file you submit**. All source code files must be written using the **Python 3 programming language** and must run on the course's **official virtual machine**.

Do not compress your submission into a "zip" file.

Submissions that crash (i.e., terminate with an error) on execution will **receive a mark of 0**.

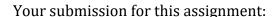
Officially, the Due Date for this Assignment is: **Friday, September 24**th, **2021**, at **11:59pm EST**.

Late Submissions are Accepted Without Penalty Until Sunday, September 26th, by 11:59pm EST. Submissions received after that will not be accepted and will receive a mark of 0.

For this assignment you will use some of what you have learned about the Python 3 programming language and the pygame multimedia library in order to reproduce a simple abstract image that has been assigned specifically to you. Your assigned image will always consist of two polygons, each of a different colour, set against a white background.

In order to complete this task, you will need to:

- find your assigned image on Brightspace¹
- read about pygame's "polygon" and "save" functions^{2, 3}
- use Pinta to determine the colours you will require



- must be a source code file with filename⁴ 'comp1405_f21_########_assignment_01.py'
- must create a pygame window of dimensions 480 × 640
- must fill the window surface such that it has a background colour of white
- must precisely reproduce the two polygons in your assigned image
- must save the window surface using the filename 'assigned image for ########.png'5



¹ The "Tasks for Assignment 1.pdf" document on Brightspace contains each student's assigned image.

² At the time of creating this document, the "polygon" function is detailed at https://www.pygame.org/docs/ref/draw.html.

³ At the time of creating this document, the "save" function is detailed at https://www.pygame.org/docs/ref/image.html.

⁴ You must replace the number signs in the filename with your official nine-digit student identification number.

⁵ To clarify, your code, when executed, must create an image file in the same directory. Do not submit an image file.