

These slides serve as a visual aid for the lecture, not as a comprehensive document or script.

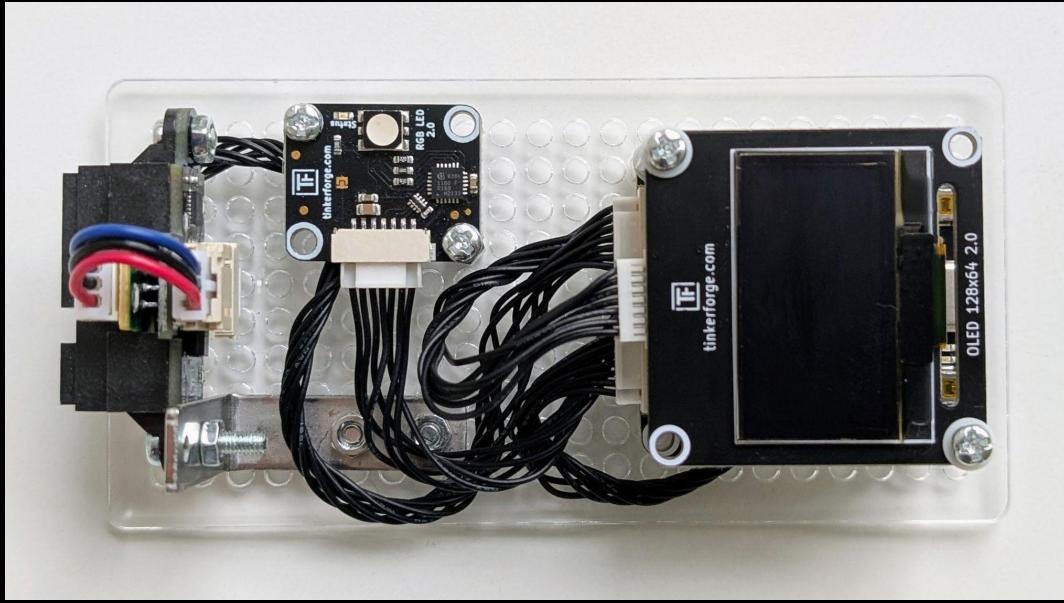
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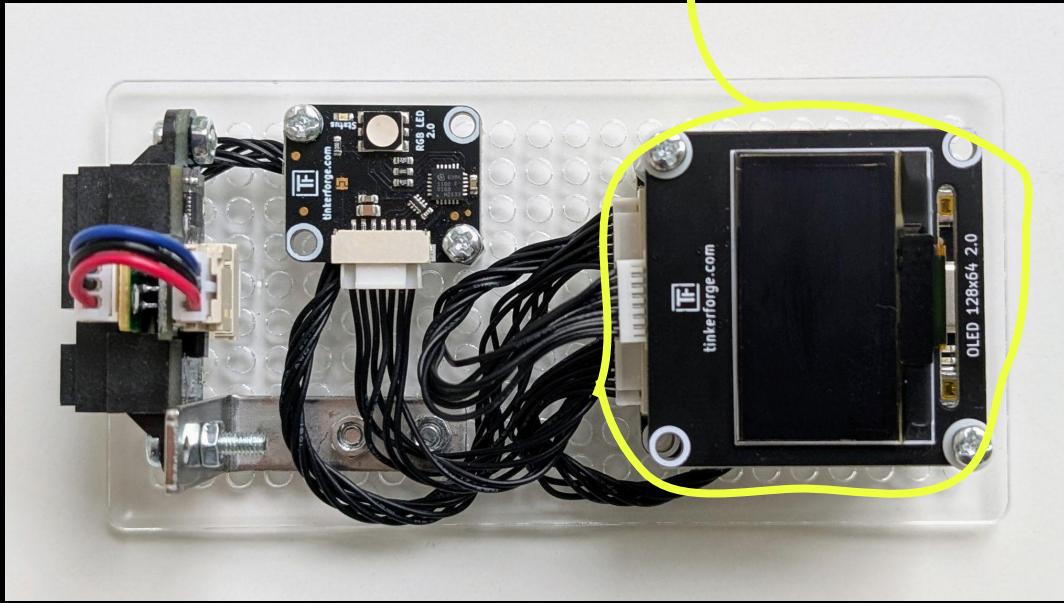


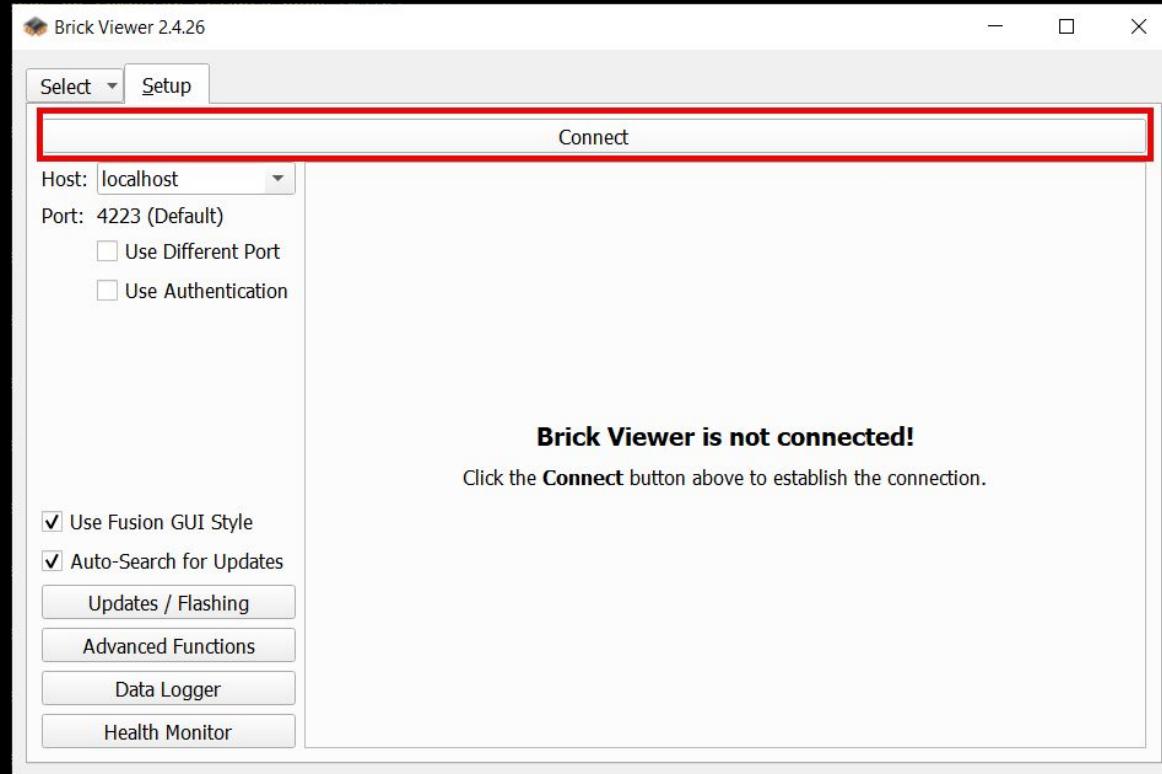
IMAGES

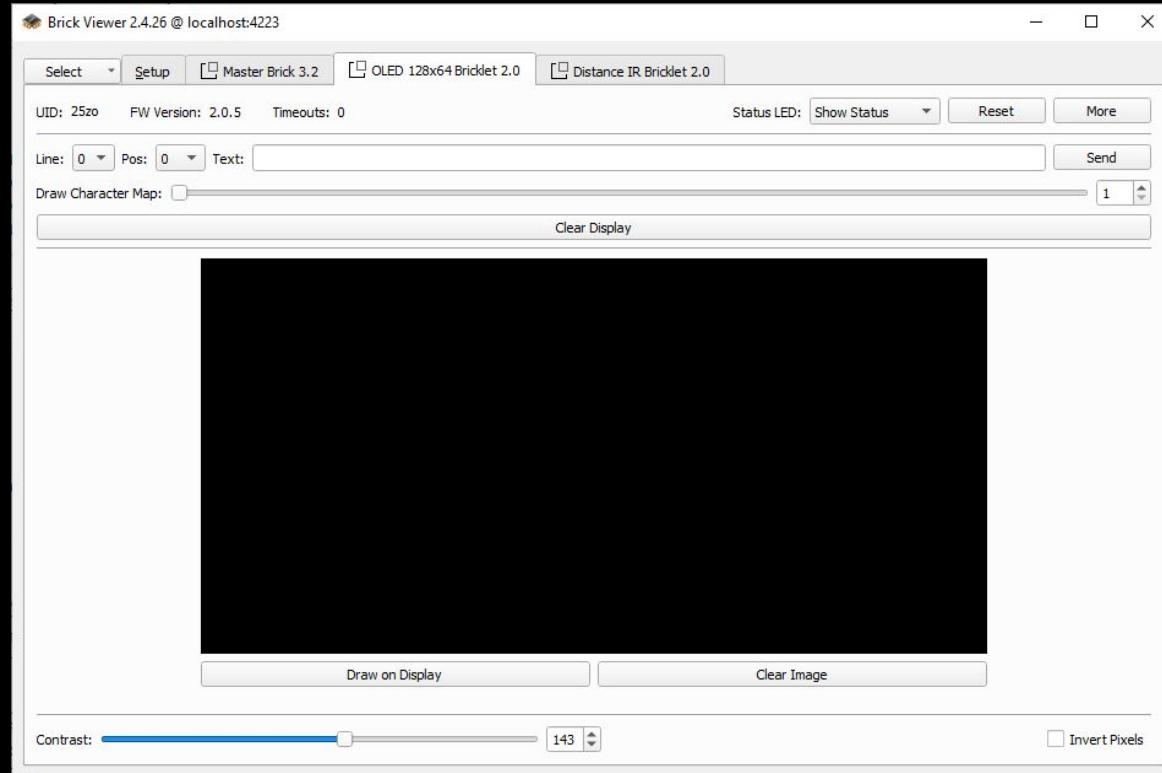
Supporting slides for chapter 4 of the book
Hands-On Computer Science

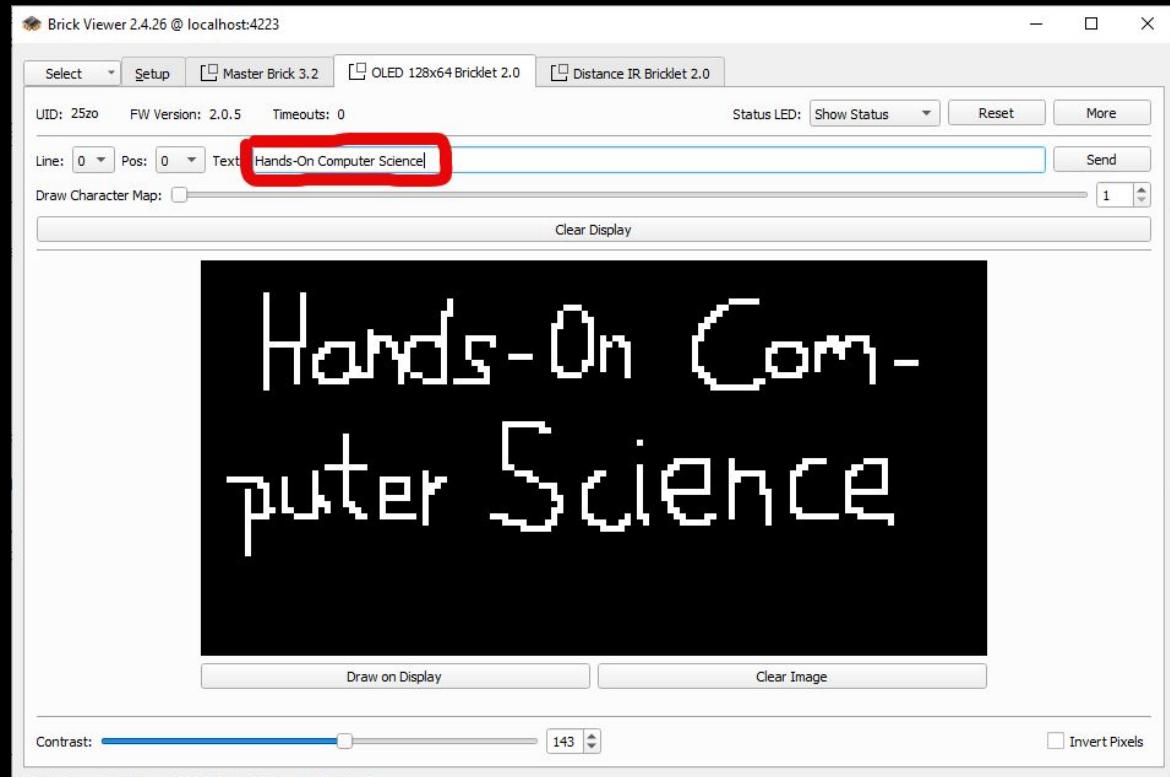


OLED Display









boilerplate code

```
from tinkerforge.ip_connection import IPConnection
from tinkerforge.bricklet_oled_128x64_v2 import BrickletOLED128x64V2

ipcon = IPConnection()
ipcon.connect("localhost", 4223)
oled = BrickletOLED128x64V2("25zo", ipcon)
```

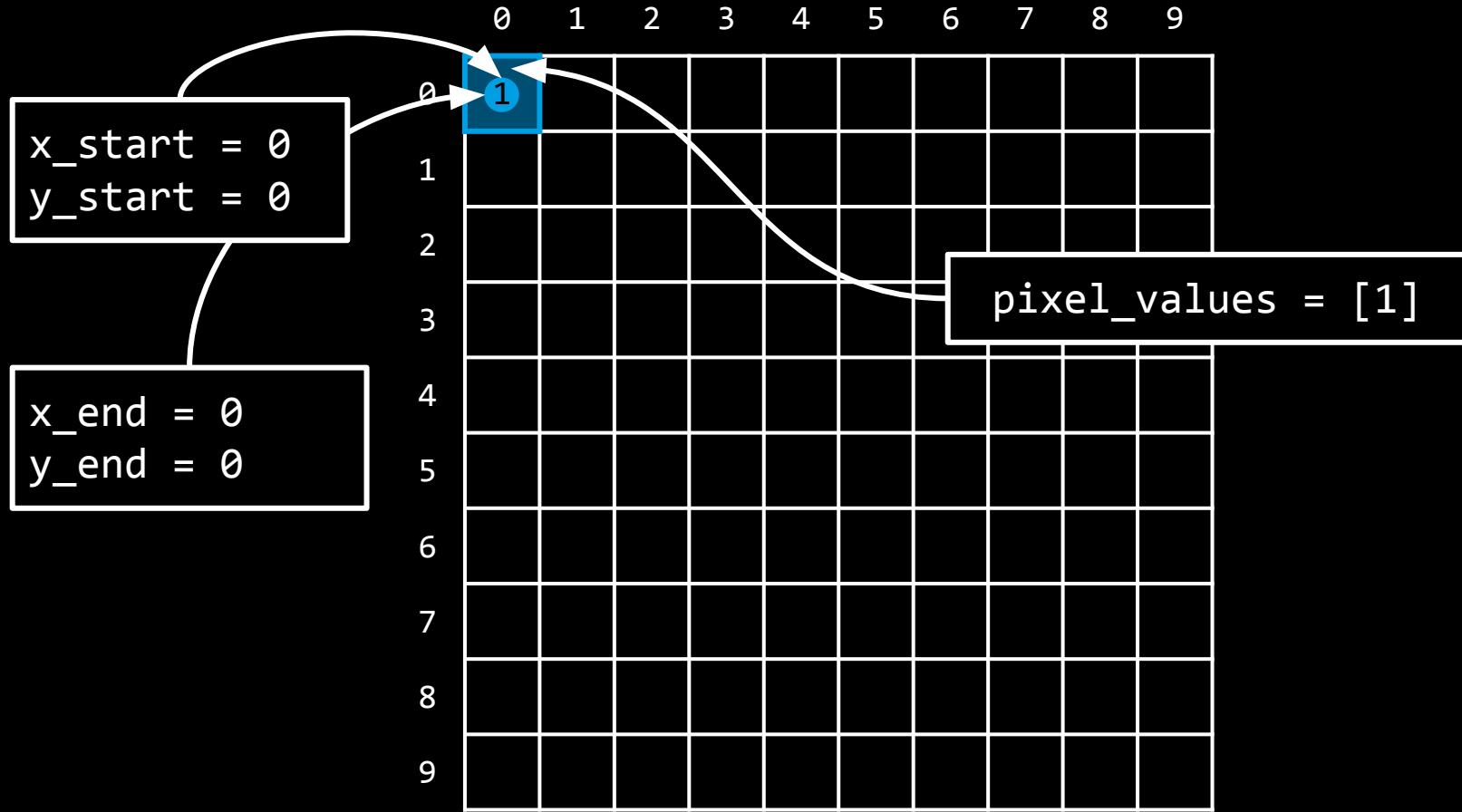
clearing the display

```
from tinkerforge.ip_connection import IPConnection
from tinkerforge.bricklet_oled_128x64_v2 import BrickletOLED128x64V2

ipcon = IPConnection()
ipcon.connect("localhost", 4223)
oled = BrickletOLED128x64V2("25zo", ipcon)

oled.clear_display()
```

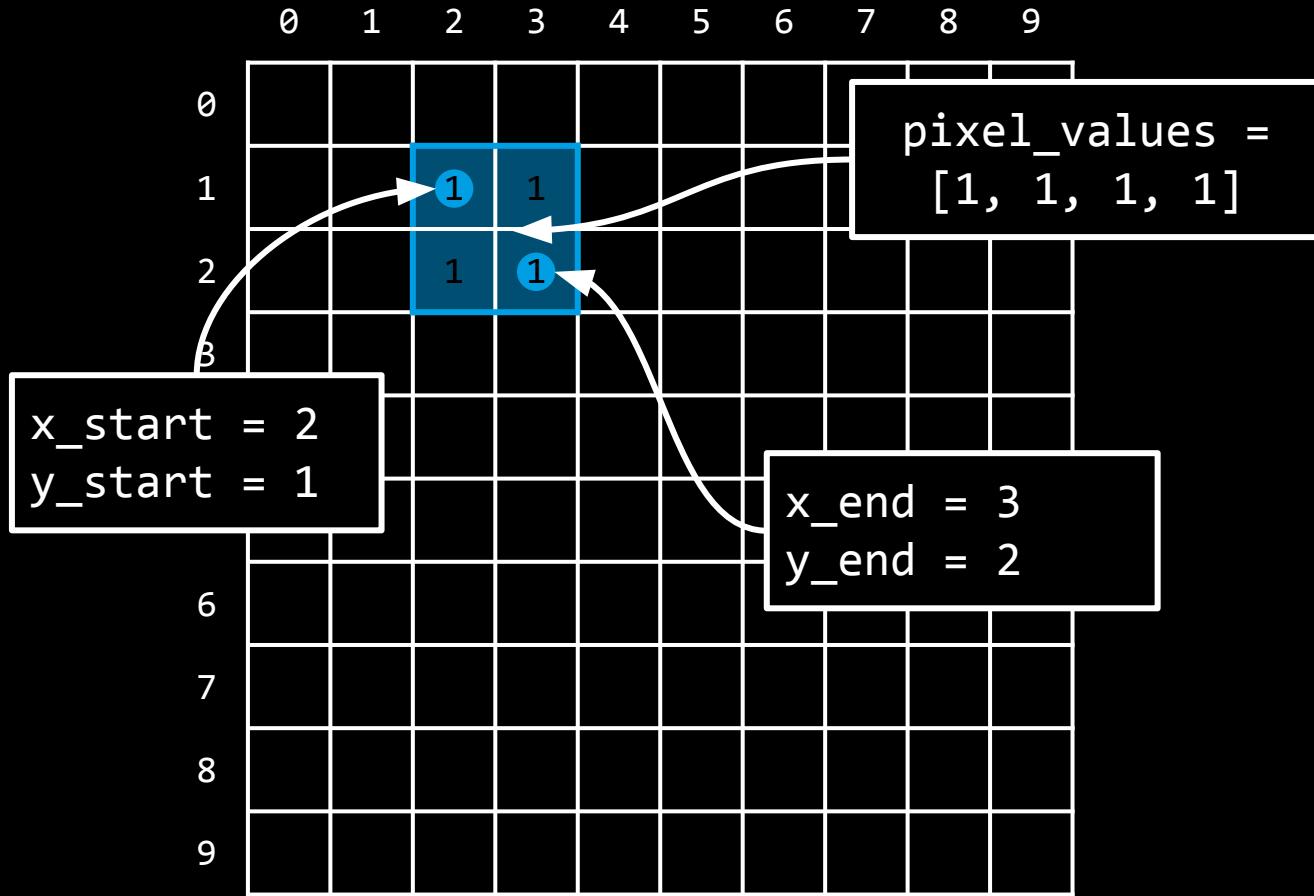
PIXELS



writing a pixel

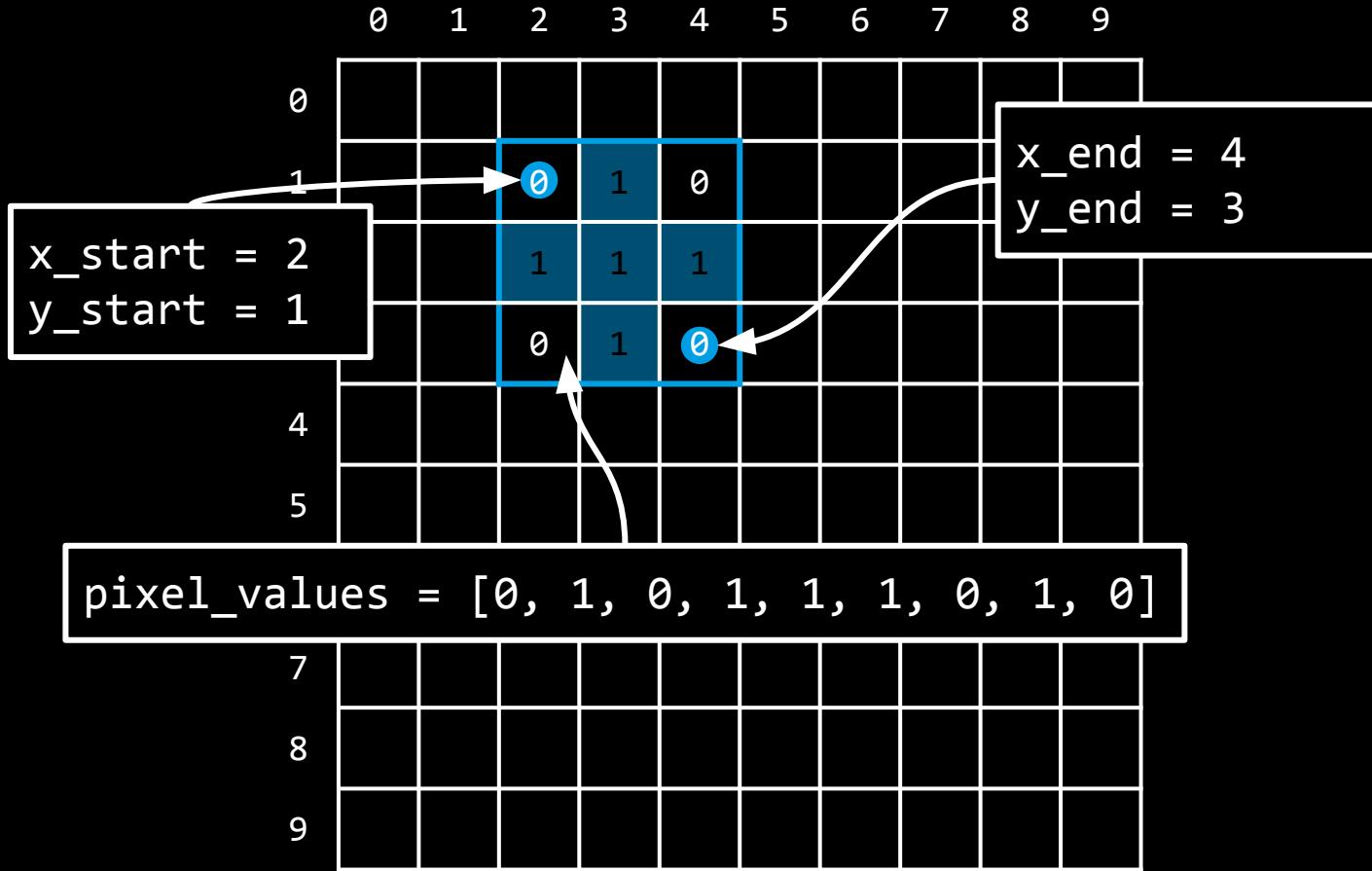
```
oled.write_pixels(0, 0, 0, 0, [1])
```

BITMAPS

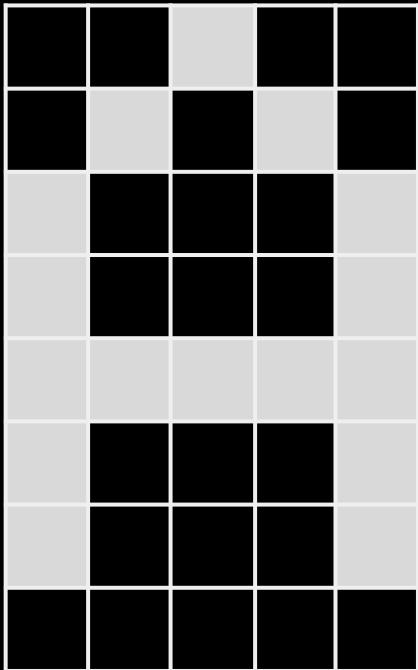


writing multiple pixels

```
oled.write_pixels(62, 30, 63, 31, [1, 1, 1, 1])
```



LETTERS



	0	1	2	3	4
0	0	0	1	0	0
1	0	1	0	1	0
2	1	0	0	0	1
3	1	0	0	0	1
4	1	1	1	1	1
5	1	0	0	0	1
6	1	0	0	0	1
7	0	0	0	0	0

letter 'A' as a bitmap

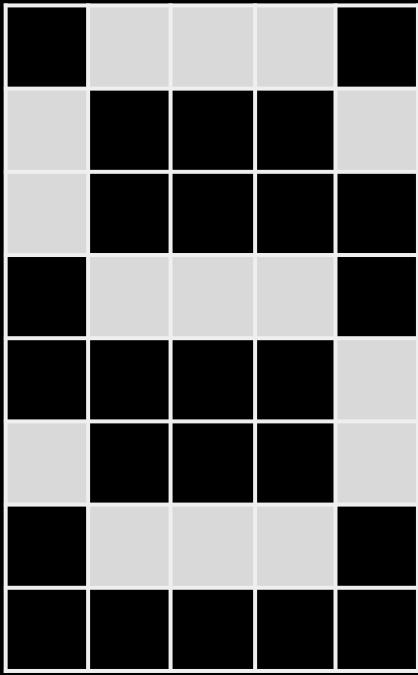
```
letter_a_bitmap = [  
    0, 0, 1, 0, 0,  
    0, 1, 0, 1, 0,  
    1, 0, 0, 0, 1,  
    1, 0, 0, 0, 1,  
    1, 1, 1, 1, 1,  
    1, 0, 0, 0, 1,  
    1, 0, 0, 0, 1,  
    0, 0, 0, 0, 0  
]
```

writing an 'A' as a bitmap

```
oled.write_pixels(1, 10, 5, 17, letter_a_bitmap)
```



```
letter_a_bitmap = [  
    0, 0, 1, 0, 0,  
    0, 1, 0, 1, 0,  
    1, 0, 0, 0, 1,  
    1, 0, 0, 0, 1,  
    1, 1, 1, 1, 1,  
    1, 0, 0, 0, 1,  
    1, 0, 0, 0, 1,  
    0, 0, 0, 0, 0  
]
```



	0	1	2	3	4
0	0	1	1	1	0
1	1	0	0	0	1
2	1	0	0	0	0
3	0	1	1	1	0
4	0	0	0	0	1
5	1	0	0	0	1
6	0	1	1	1	0
7	0	0	0	0	0

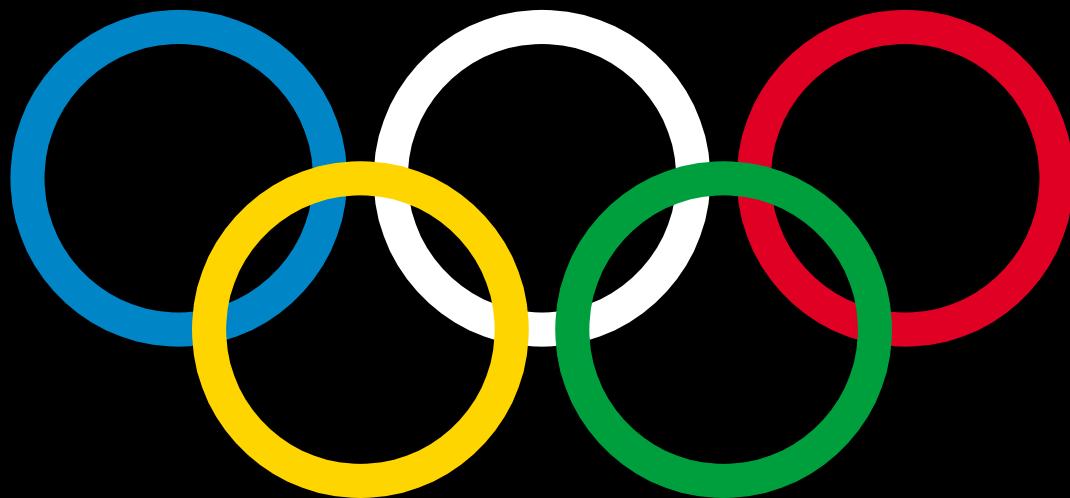
VECTOR GRAPHICS

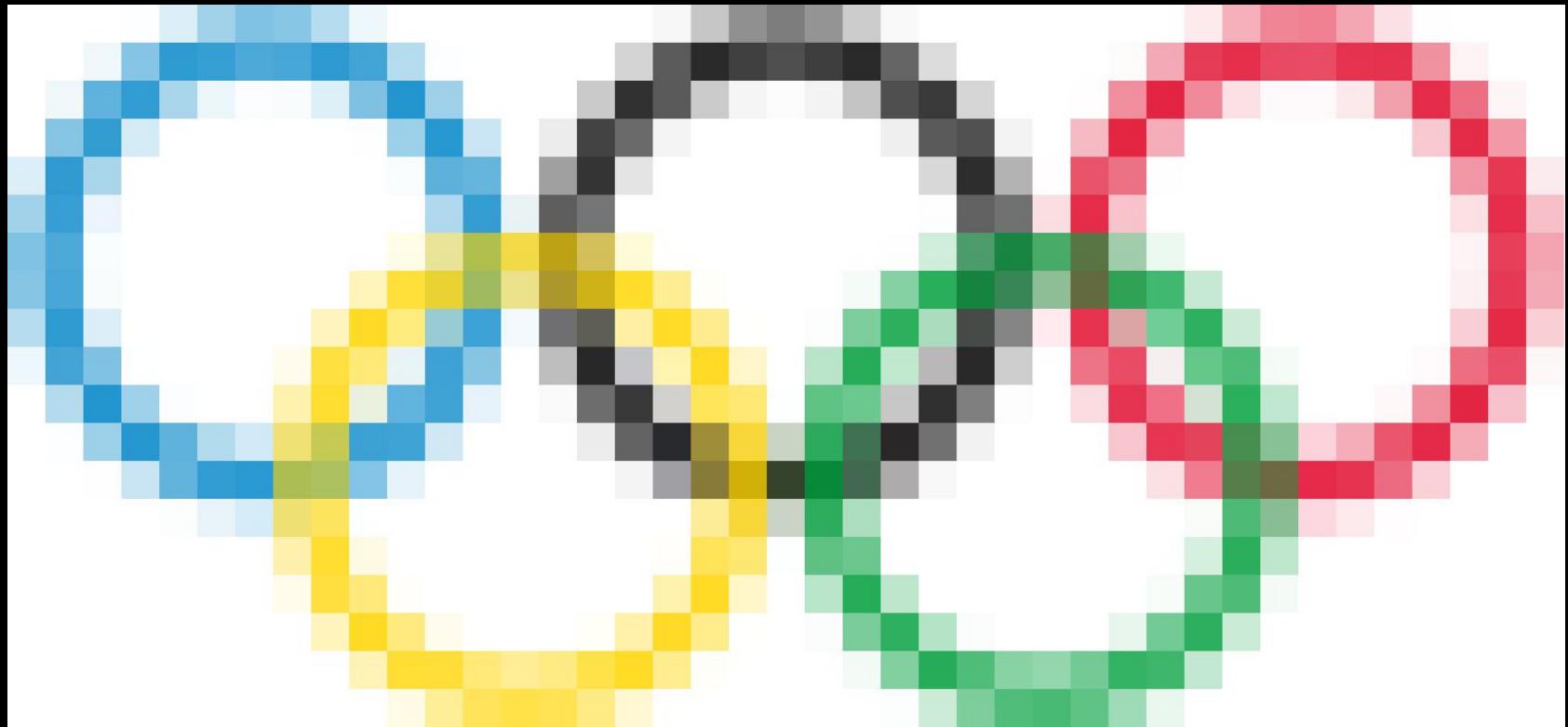


Source: [Wikipedia](#)

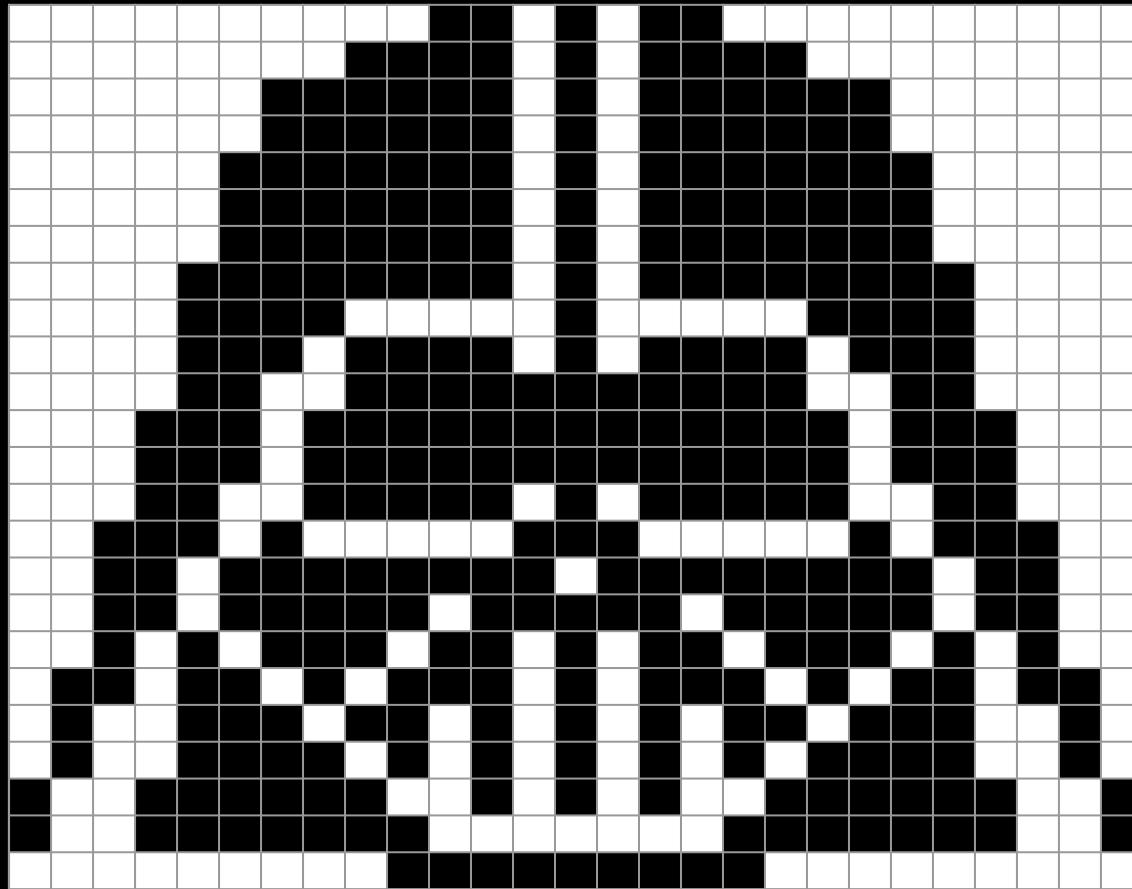
```
<svg width="440" height="220" xmlns="http://www.w3.org/2000/svg">  
  <circle cx="60" cy="60" r="50" stroke="#0085C7" stroke-width="10" fill="none" />  
  <circle cx="180" cy="60" r="50" stroke="#FFFFFF" stroke-width="10" fill="none" />  
  <circle cx="300" cy="60" r="50" stroke="#DF0024" stroke-width="10" fill="none" />  
  <circle cx="120" cy="110" r="50" stroke="#FFD500" stroke-width="10" fill="none" />  
  <circle cx="240" cy="110" r="50" stroke="#009F3D" stroke-width="10" fill="none" />  
</svg>
```

```
<svg width="440" height="220" xmlns="http://www.w3.org/2000/svg">  
  <circle cx="60" cy="60" r="50" stroke="#0085C7" stroke-width="10" fill="none" />  
  <circle cx="180" cy="60" r="50" stroke="#FFFFFF" stroke-width="10" fill="none" />  
  <circle cx="300" cy="60" r="50" stroke="#DF0024" stroke-width="10" fill="none" />  
  <circle cx="120" cy="110" r="50" stroke="#FFD500" stroke-width="10" fill="none" />  
  <circle cx="240" cy="110" r="50" stroke="#009F3D" stroke-width="10" fill="none" />  
</svg>
```





FROM BITS TO IMAGE



xlsx

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	M
1																											
2																											
3																											
4																											
5																											
6																											
7																											
8																											
9																											
10																											
11																											
12																											
13																											
14																											
15																											
16																											
17																											
18																											
19																											
20																											
21																											
22																											
23																											
24																											

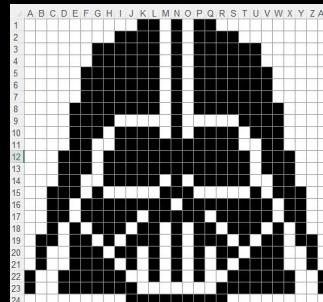
program

binary list

[0, 0, 0, ..., 1, 1]

pixelart with excel

```
from openpyxl import load_workbook  
workbook = load_workbook("Darth Vader Pixel Art.xlsx")  
sheet = workbook["Darth Vader"]
```



pixelart with excel

```
for row in sheet.iter_rows():
    for cell in row:
        color = getattr(cell.fill.fgColor, "rgb", None)
        print(color)
```

pixelart with excel

```
for row in sheet.iter_rows():
    for cell in row:
        color = getattr(cell.fill.fgColor, "rgb", None)
        print(color)
```

RGB as hex values

pixelart with excel

```
for row in sheet.iter_rows():
    for cell in row:
        color = getattr(cell.fill.fgColor, "rgb", None)
        print(color)
```

RGB as hex values

FFFF0000
00000000
...

pixelart with excel

```
bits = []
for row in sheet.iter_rows():
    for cell in row:
        color = getattr(cell.fill.fgColor, "rgb", None)
        if color == "FF000000":
            bits.append(1)
        else:
            bits.append(0)

print(f"Bitmap with {len(bits)} bits: {bits}")
```

pixelart with excel

```
bits = []
for row in sheet.iter_rows():
    for cell in row:
        color = getattr(cell.fill.fgColor, "rgb", None)
        if color == "FF000000":
            bits.append(1)
        else:
            bits.append(0)
print(f"Bitmap with {len(bits)} bits: {bits}")
```



Black or white?

pixelart with excel

```
bits = []
for row in sheet.iter_rows():
    for cell in row:
        color = getattr(cell.fill.fgColor, "rgb", None)
        if color == "FF000000":
            bits.append(1)
        else:
            bits.append(0)

oled.write_pixels(50, 20, 76, 43, bits)
```

COLOR

pixelart with excel

```
workbook = load_workbook("Super Mario Pixel Art.xlsx")
sheet = workbook["Super Mario"]
```



	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1																
2																
3																
4																
5																
6																
7																
8																
9																
10																
11																
12																
13																
14																
15																
16																

pixelart with excel

```
for row in sheet.iter_rows():
    for cell in row:
        color = getattr(cell.fill.fgColor, "rgb", None)
        color = color[2:]
        print(color)
```

pixelart with excel

```
for row in sheet.iter_rows():
    for cell in row:
        color = getattr(cell.fill.fgColor, "rgb", None)
        color = color[2:]
        print(color)
```

Remove the alpha channel

pixelart with excel

```
for row in sheet.iter_rows():
    for cell in row:
        color = getattr(cell.fill.fgColor, "rgb", None)
        color = color[2:]
        print(color)
```

Remove the alpha channel

FFFFFF
FFFFFF
...
B53120
B53120
...

pixelart with excel

what we
have

```
FFFFFF  
FFFFFF  
FFFFFF  
...  
 
```

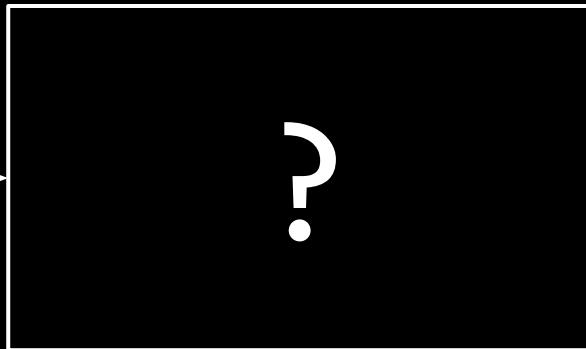
what we need

```
bitmap = [  
    (255, 255, 255),  
    (255, 255, 255),  
    (255, 255, 255),  
    ...  
]
```

pixelart with excel

what we
have

```
FFFFFFFFFF  
FFFFFFFFFF  
FFFFFFFFFF  
...  
 
```



what we need

```
bitmap = [  
    (255, 255, 255),  
    (255, 255, 255),  
    (255, 255, 255),  
    ...  
]
```

pixelart with excel

what we
have

```
FFFFFF  
FFFFFF  
FFFFFF  
...  
 
```

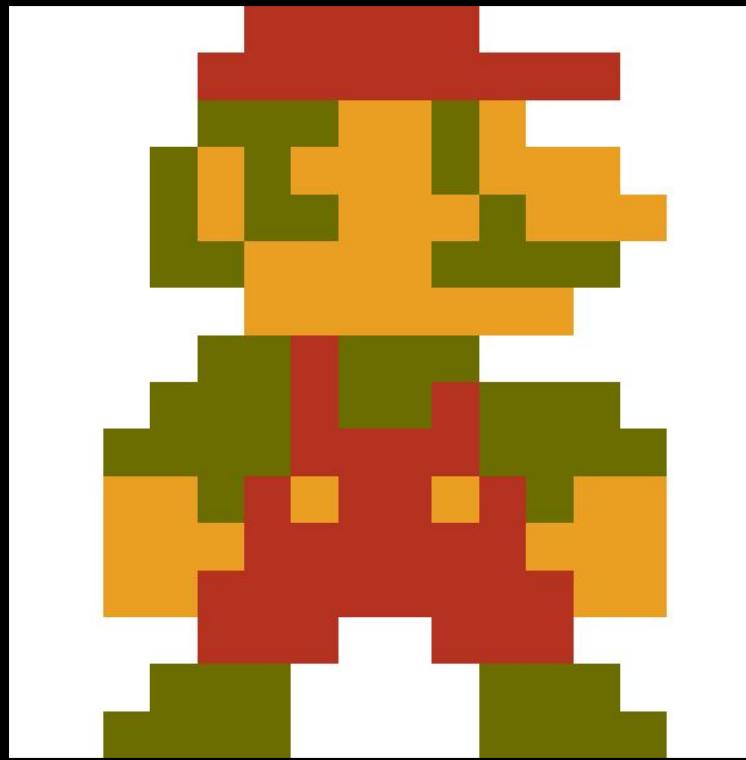
```
r = int(color[0:2], 16)  
g = int(color[2:4], 16)  
b = int(color[4:6], 16)  
rgb_tuple = (r, g, b)  
bitmap.append(rgb_tuple)
```

what we need

```
bitmap = [  
    (255, 255, 255),  
    (255, 255, 255),  
    (255, 255, 255),  
    ...  
]
```

saving a rgb bitmap

```
image = Image.new('RGB', (16, 16))
image.putdata(bitmap)
image.save("xlsx/super_mario_color.bmp")
```



inside a bitmap file

bitmap file header

bitmap info header

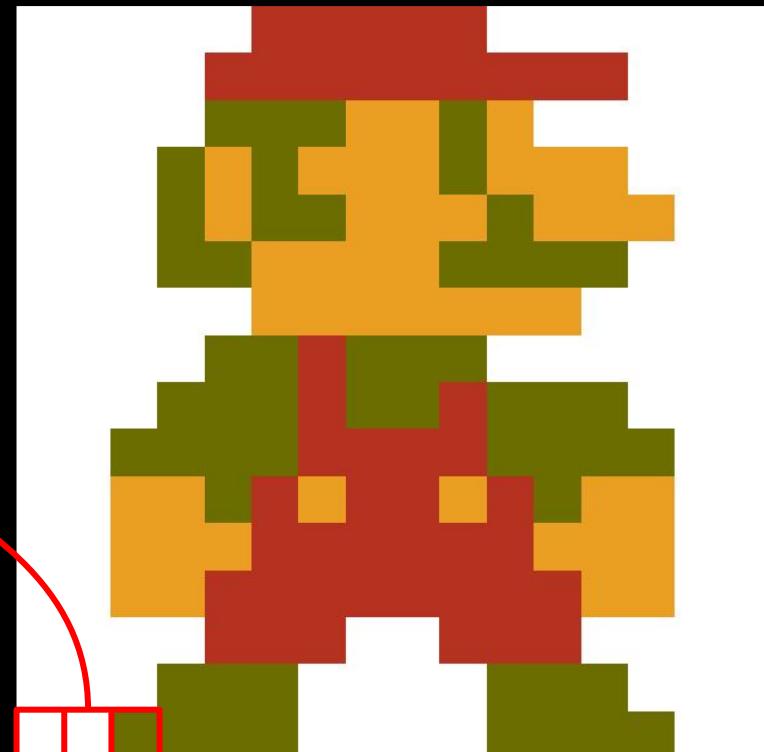
pixel data

Try it: <https://hexed.it/>

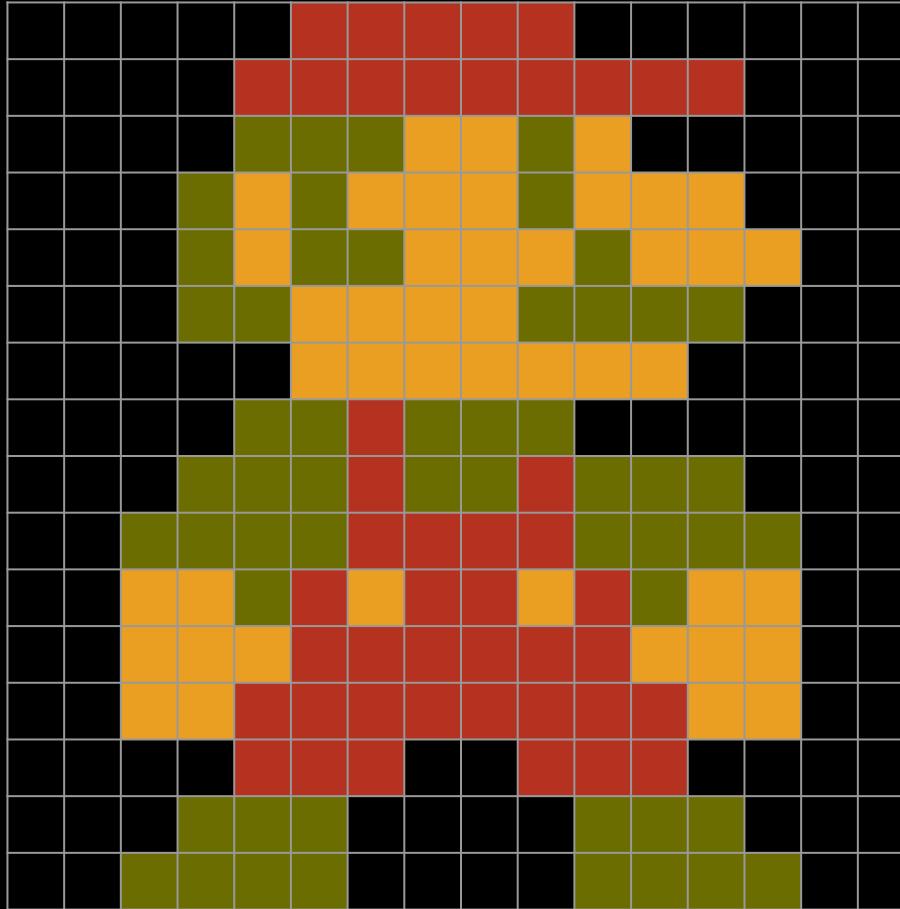
super_mario_color.bmp																	
00000000	42	4D	36	03	00	00	00	00	00	00	00	36	00	00	00	28	00
00000010	00	00	10	00	00	00	10	00	00	00	01	00	18	00	00	00	00
00000020	00	00	00	03	00	00	C4	0E	00	00	C4	0E	00	00	00	00	00
00000030	00	00	00	00	00	00	FF	FF	FF	FF	FF	FF	00	6D	6B	00	00
00000040	6D	6B	00	6D	6B	00	6D	6B	FF								
00000050	FF	FF	FF	FF	FF	00	6D	6B									
00000060	FF	00															
00000070	6D	6B	00	6D	6B	00	6D	6B	FF								
00000080	FF	FF	FF	FF	FF	00	6D	6B	00	6D	6B	00	6D	6B	FF	FF	FF
00000090	FF																
000000A0	FF	FF	20	31	B5	20	31	B5	20	31	B5	FF	FF	FF	FF	FF	FF
000000B0	FF	20	31	B5	20	31	B5	20	31	B5	FF						
000000C0	FF	22	9E	EA	22												
000000D0	9E	EA	20	31	B5	20	31	9E									
000000E0	B5	20	31	B5	20	31	B5	20	31	B5	22	9E	EA	22	9E	EA	22
000000F0	FF	22	9E	EA	22												
00000100	9E	EA	22	9E	EA	20	31	B5	20	31	B5	20	31	B5	20	31	9E
00000110	B5	20	31	B5	20	31	B5	22	9E	EA	22	9E	EA	22	9E	EA	22
00000120	FF	22	9E	EA													

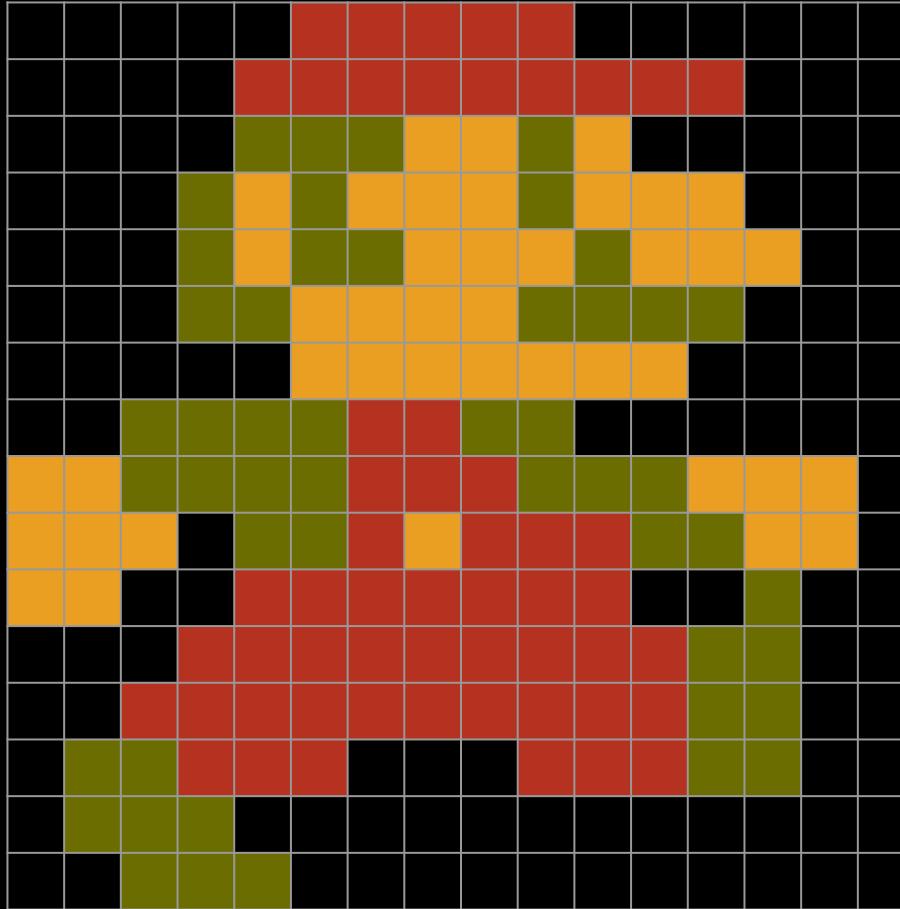
super_mario_color.bmp ×

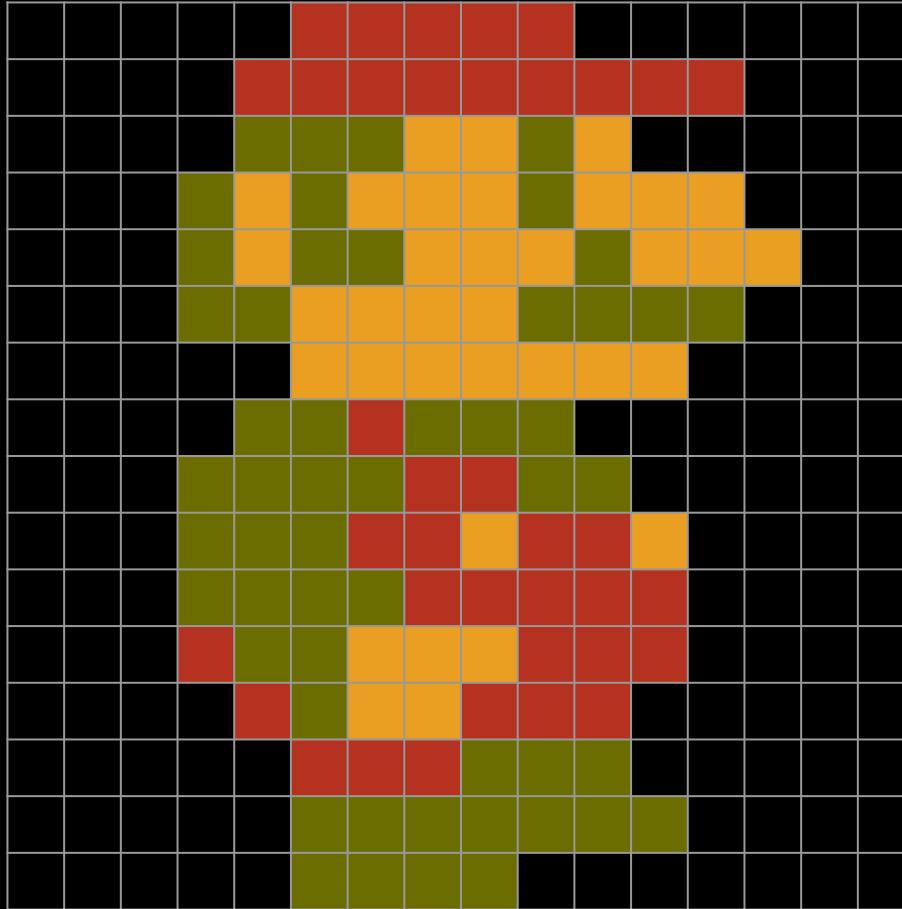
00000000	42 4D 36 03 00 00 00 00 00 00 00 00 36 00 00 00 00 28 00
00000010	00 00 10 00 00 00 10 00 00 00 01 00 18 00 00 00
00000020	00 00 00 03 00 00 C4 0E 00 00 C4 0E 00 00 00 00 00 00
00000030	00 00 00 00 00 00 FF FF FF FF FF FF 00 6D 6B 00
00000040	6D 6B 00 6D 6B 00 6D 6B FF
00000050	FF FF FF FF 00 6D 6B
00000060	FF 00
00000070	6D 6B 00 6D 6B 00 6D 6B FF
00000080	FF FF FF FF 00 6D 6B 00 6D 6B 00 6D 6B 00 6D 6B FF FF FF
00000090	FF
000000A0	FF FF 20 31 B5 20 31 B5 20 31 B5 FF FF FF FF FF FF
000000B0	FF 20 31 B5 20 31 B5 20 31 B5 FF FF FF FF FF FF FF
000000C0	FF 22 9E EA 22
000000D0	9E EA 20 31 B5 20 31
000000E0	B5 20 31 B5 20 31 B5 20 31 B5 22 9E EA 22 9E EA
000000F0	FF 22 9E EA 22
00000100	9E EA 22 9E EA 20 31 B5 20 31 B5 20 31 B5 20 31 B5 20 31
00000110	B5 20 31 B5 20 31 B5 22 9E EA 22 9E EA 22 9E EA
00000120	FF FF FF FF FF FF FF FF 22 9E EA 22

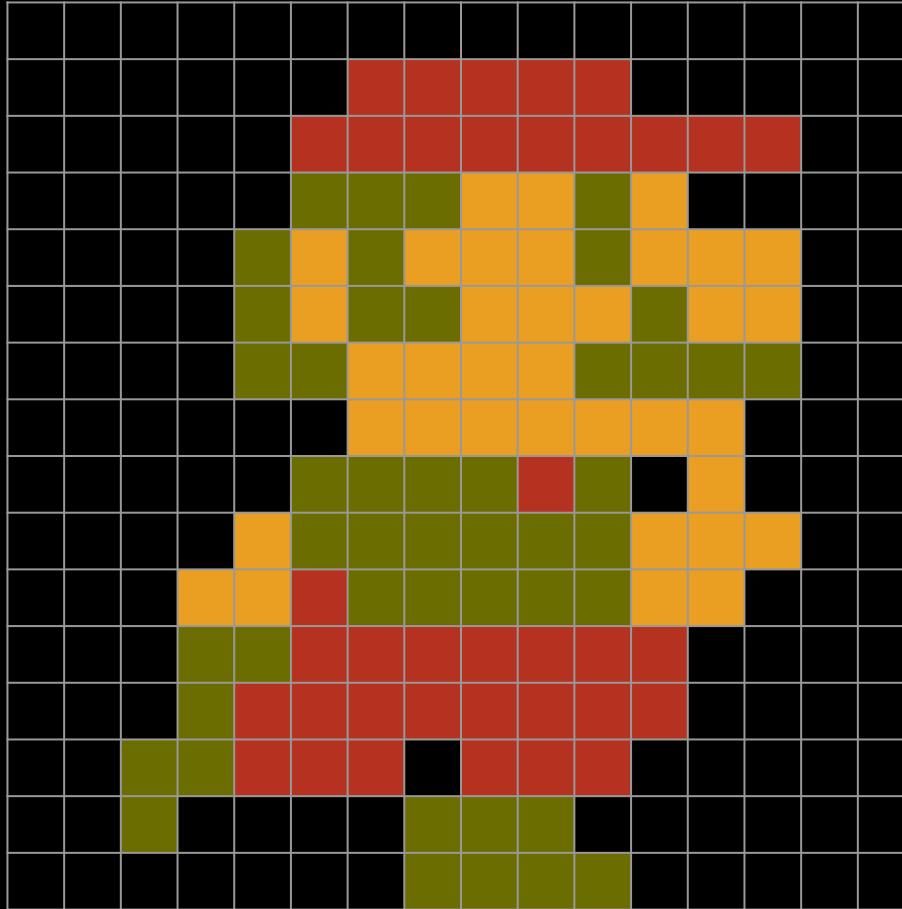


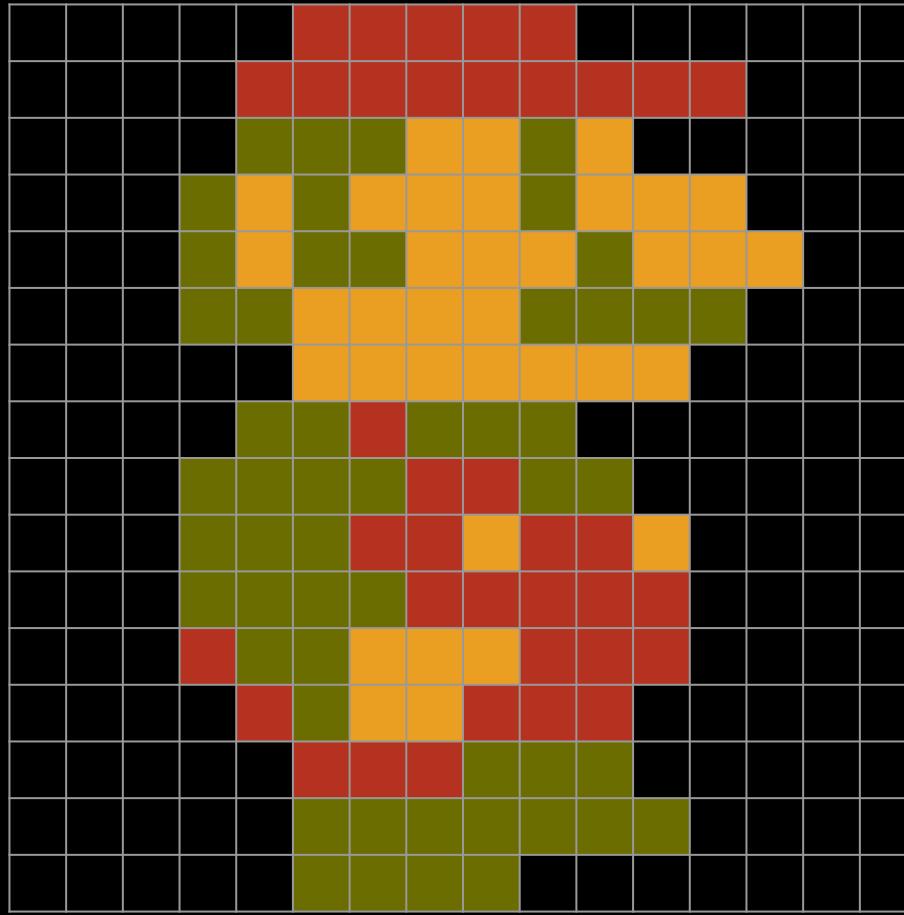
ANIMATION

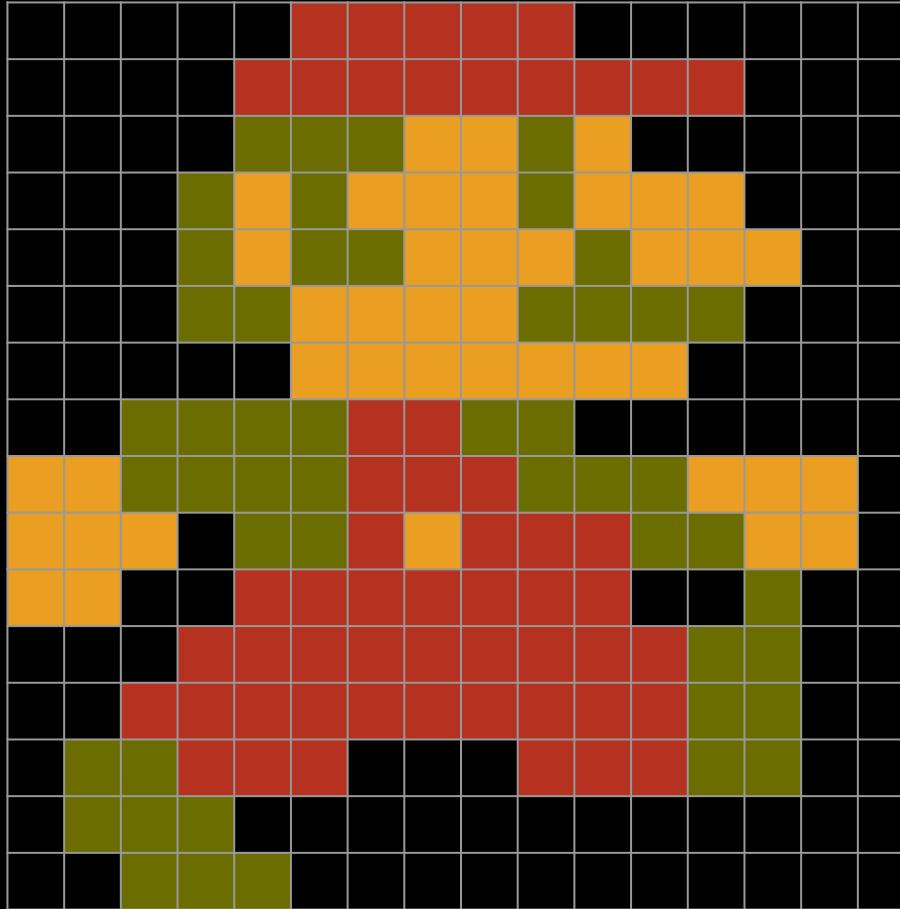














TRANSFORMATION

grayscale





rgb to luminance

```
luminance = 0.299 * r + 0.587 * g + 0.114 * b  
luminance = round(luminance)
```

rgb to luminance as a function

```
def rgb_to_luminance(rgb_tuple):
    r = rgb_tuple[0]
    g = rgb_tuple[1]
    b = rgb_tuple[2]

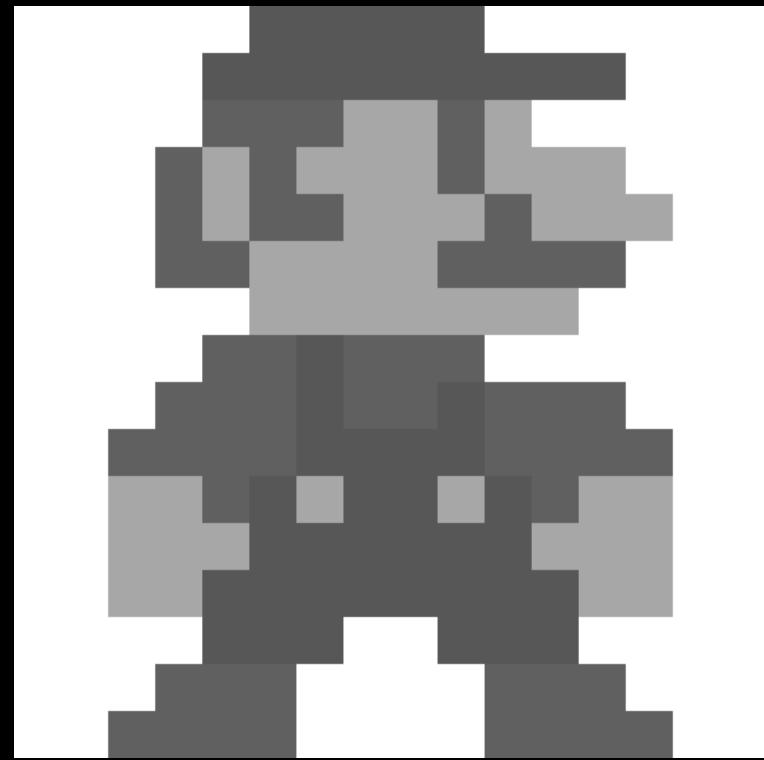
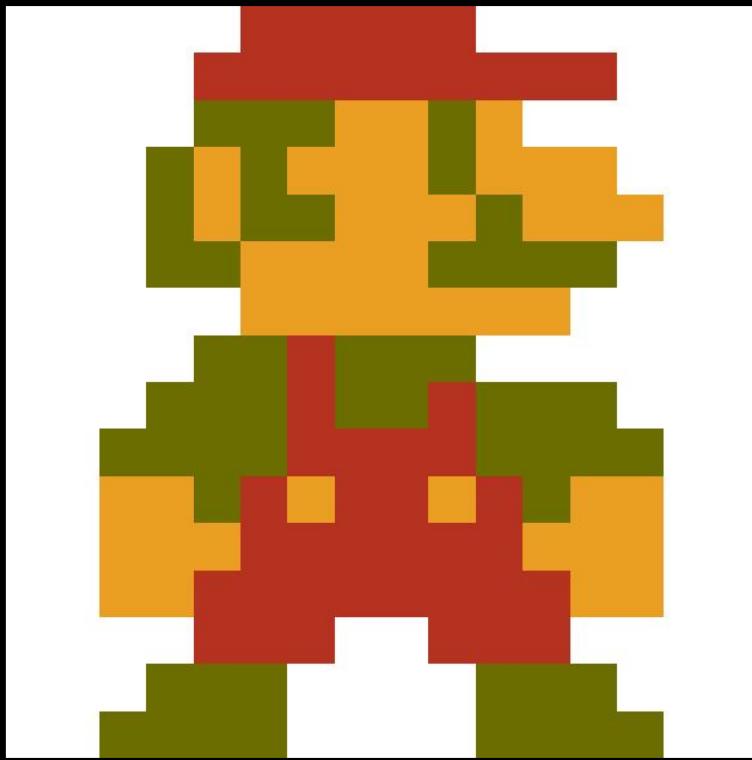
    luminance = 0.299 * r + 0.587 * g + 0.114 * b
    luminance = round(luminance)
    return luminance
```

image to grayscale

```
w, h = image.size
grayscale_values = []
for y in range(h):
    for x in range(w):
        r, g, b = image.getpixel((x, y))
        luminance = rgb_to_luminance((r, g, b))
        grayscale_values.append(luminance)
```

saving a grayscale image

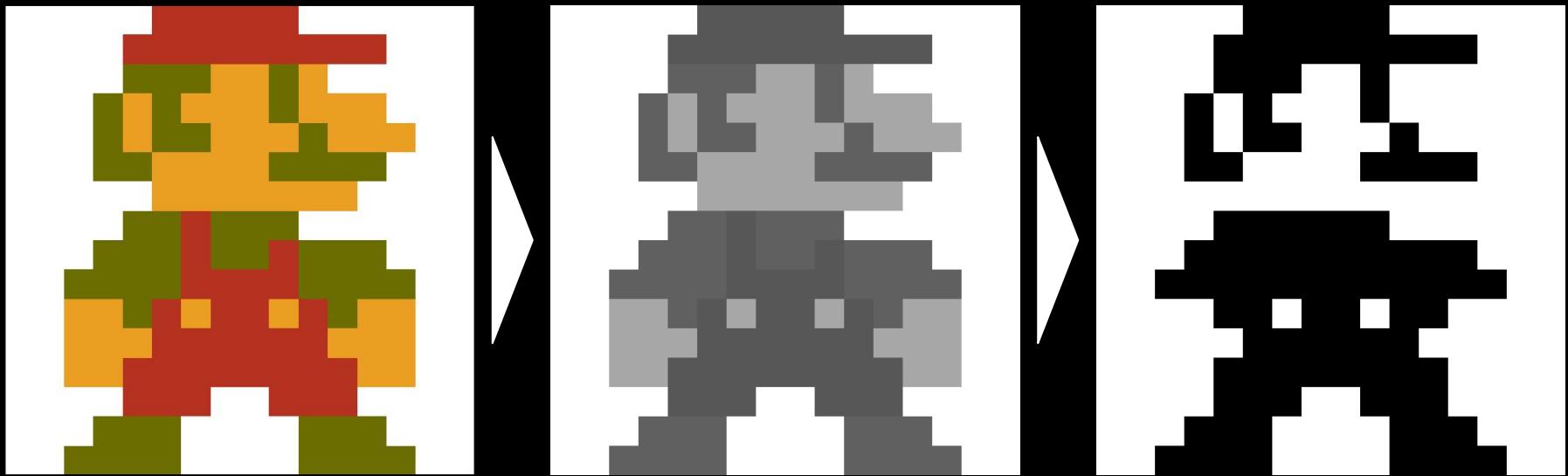
```
grayscale_image = Image.new("L", (w, h))
grayscale_image.putdata(grayscale_values)
grayscale_image.save("super_mario_grayscale.bmp")
```



black/white

gray to b/w

```
def luminance_to_bw(luminance, threshold=128):  
    if luminance < threshold:  
        return 0  
    else:  
        return 1
```

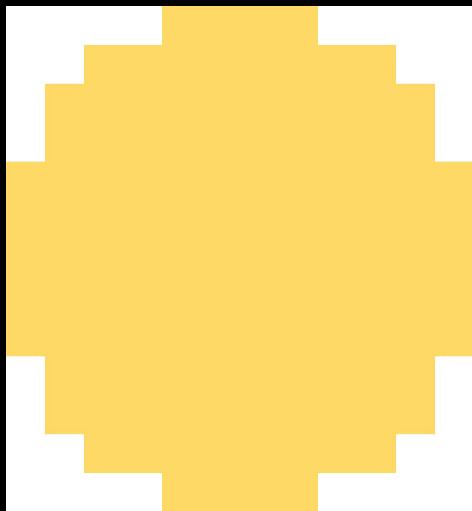


PACMAN

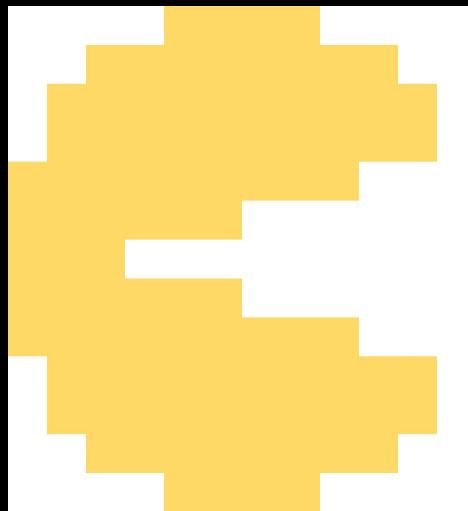
1UP
00

HIGH SCORE
16440

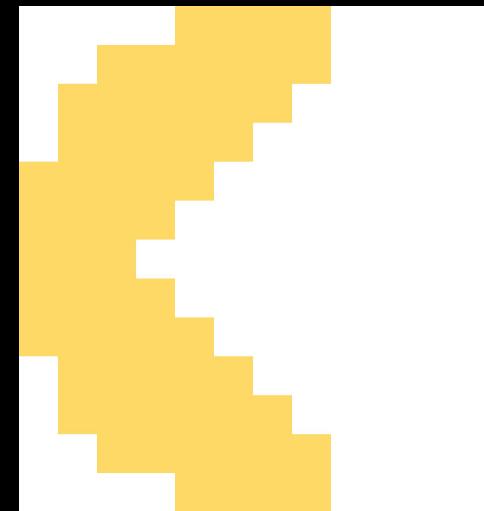




closed



half



open

pacman animation

```
import time

wait_time = 0.1
while True:
    oled.write_pixels(10, 10, 21, 22, pacman_closed)
    time.sleep(wait_time)
    oled.write_pixels(10, 10, 21, 22, pacman_half)
    time.sleep(wait_time)
    oled.write_pixels(10, 10, 21, 22, pacman_open)
    time.sleep(wait_time * 2)
    oled.write_pixels(10, 10, 21, 22, pacman_half)
    time.sleep(wait_time)
```

