CS150 — CS1 graphics

Announcements

- Schedule page is up
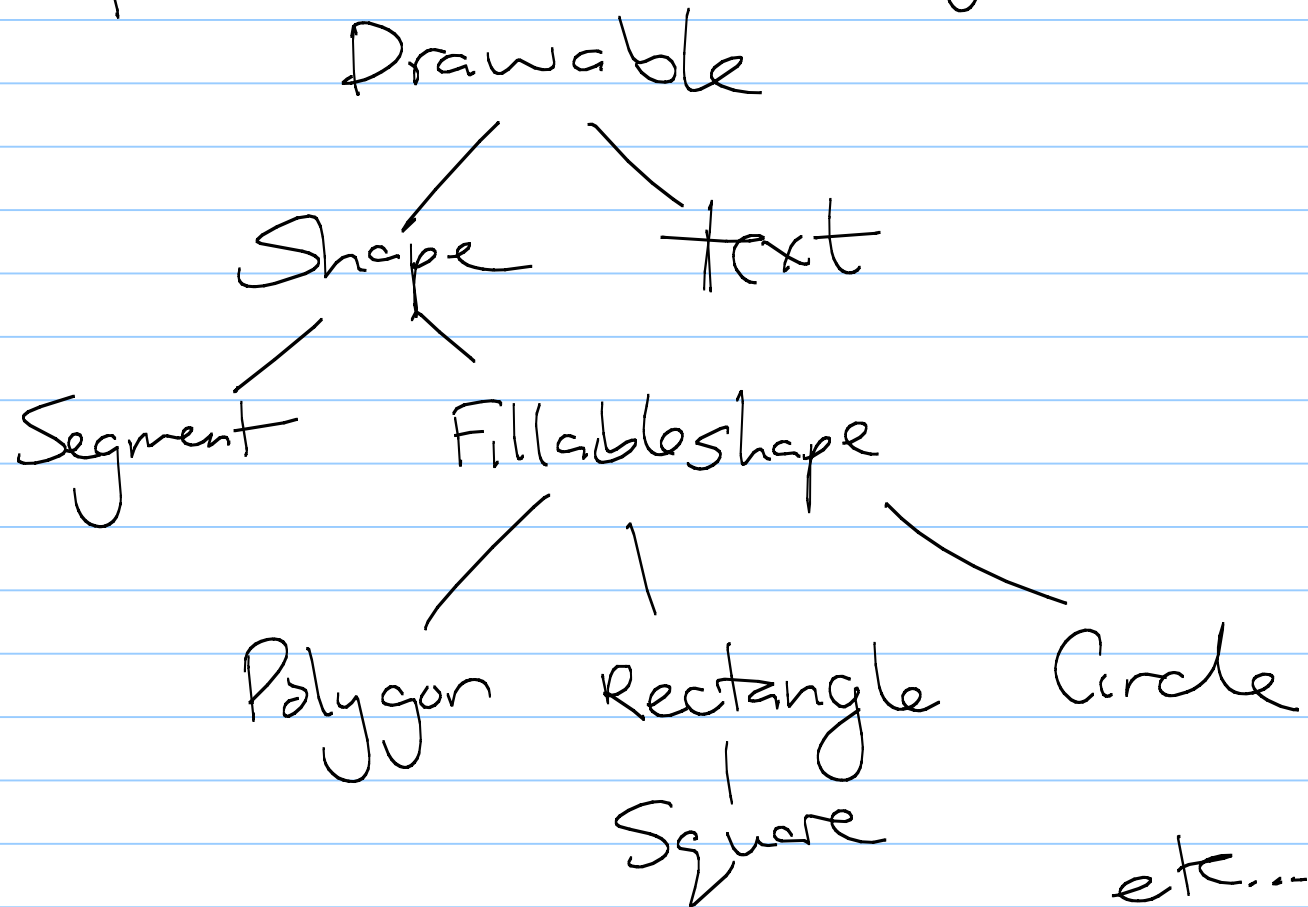- first HW is up - due next Sat.
- Quiz today

Today: CS1graphics

A free drawing package for python,

Can be downloaded + used with
or any python installation locally
you can use turing.slu.edu
(our linux lab in 121 RH).

See Ch3 or cs1graphics.org for info.

Setup: Classes of Objects

Drawable
- Shape
  - Segment
  - FillableShape
    - Polygon
    - Rectangle
      - Square
    - Circle
- Text

etc...

<u>Now</u> — getting Started

Type "python" at command prompt

Type "from cs1graphics import *"

Now: Canvas()

    Can't control — needs a

              name,

    (called a variable)

Ex:

```
paper = Canvas()
paper.setBackgroundColor('skyBlue')
paper.setWidth(500)
paper.setTitle('My World')
sun = Circle()
paper.add(sun)
more on example...
```

Now :

If you close, code is lost!
Saving files (ch 2.9)
Type "kate picture.py"
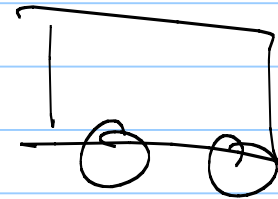

Type code here!
Then to run type "python picture.py"
(no prompt)
Try "python -i picture.py"

OK- fun time

Challenges:

- Start a picture like mine, with a house & tree
- Add a car
- Add an airplane
- Other things?

Next time:

More about using drawable objects

600

300

300

300

(400, 400)

200

600