

Graphics!

```
def f(p, q):  
    print(2 * q + p)  
  
def g(c, d):  
    if c > d:  
        print(c - d)  
    else:  
        print(d - c)
```

```
def main():  
    i = 10  
    j = 3  
    f(i, j)  
    f(j, i)  
    g(i * 2, j)  
    g(i, i)
```

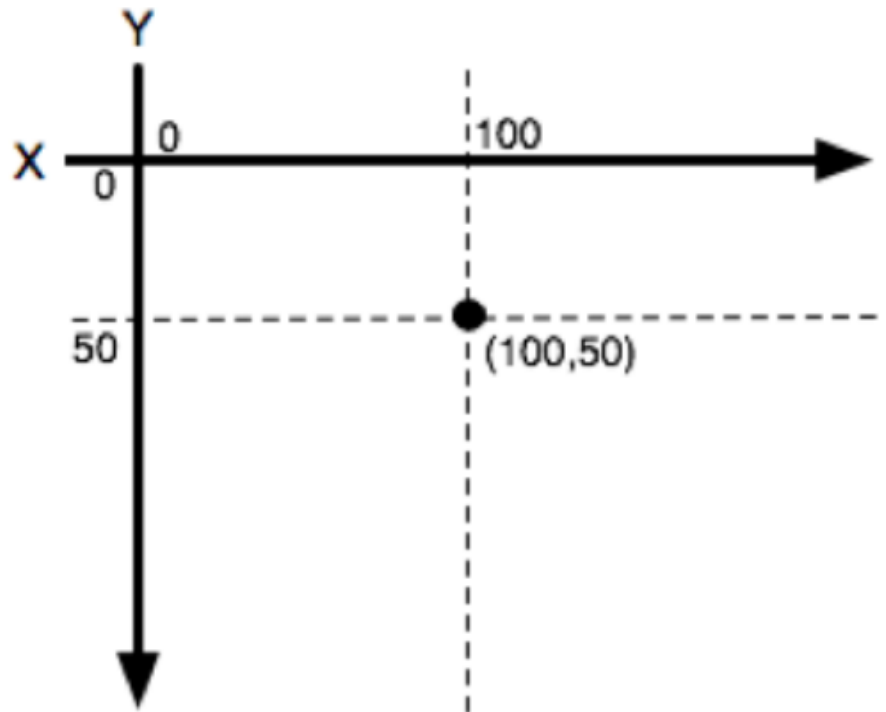
```
# What is the output  
# of this program?
```

Using graphics in Python

- Many programming languages include a ***library*** for computer graphics.
 - A library is a pre-written collection of functions usually centered around a theme (graphics, networking, math, sound, etc)
 - Using libraries (rather than starting from scratch) enables you to write programs faster.
 - Libraries are centered around functions because we know functions are abstractions of algorithms.

The "canvas"

- All graphics in Python are drawn in a separate window called the *canvas*.
- The canvas is laid out similarly to the Cartesian plane, but with a flipped y-axis.



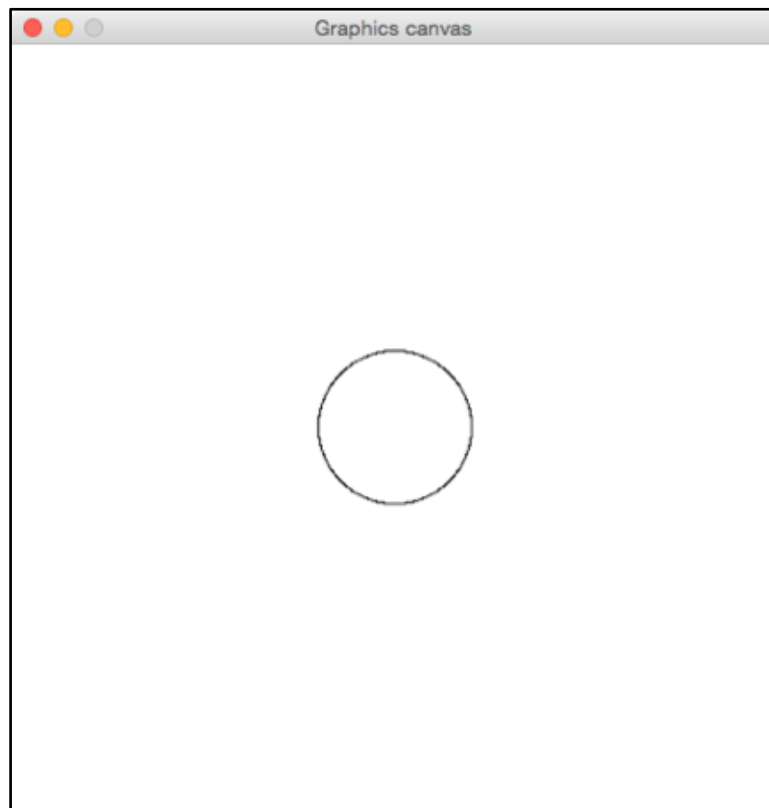
- On the desktop, look for a folder named Lastname_Firstname.
- Inside that folder, make a subfolder called cs141. (From now on, save everything in this cs141 folder!)
- Go to the class webpage (cs.rhodes.edu/141kirlin)
- Under "Resources," right click & save the files `cs1graphics.py` and `simplegraphics.py` ***to your cs141 folder!***
- In Python, from now on, when you save a file, save it to this folder.

- Download the files **cs1graphics.py** and **simplegraphics.py**. Save each file into your cs141 folder. Put all your Python files here from now on. This is important!
 - Do this by right-clicking each file and choosing "Save Link As" or something similar.
- Make a new Python file and type in the following program:

```
from simplegraphics import *

def main():
    open_canvas(500, 500)
    draw_circle(250, 250, 50)
    close_canvas_after_click()

main()
```



- If you see the picture to the right, you're all set! (Click the window to close it.)
- Experiment with the other functions on the handout.
- Try writing programs to draw the following pictures:
 - a bulls-eye (concentric circles of different colors). Use `draw_filled_circle` and layer them.
 - a landscape (mountains, trees, houses, a cityscape, or something like that)
 - a self-portrait
 - a depiction of the solar system
 - the Mona Lisa
 - something else of your choice