

Compound boolean expressions and practice

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CS151: Computational Thinking: Visual Media

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Admin

- Let's talk about extension grading on the rubric.
- Reminder: Late Project 2 due date is on Tuesday.

Project 3 overview (1/2)

- Treat one of your space scenes from Project 2 as a "compound shape": add ability to scale and position it.
- Make museum scene: includes mini versions of your space and Mondrian scenes (picture frames, view outside window, sculptures, patterns on carpet, etc.)
- Possible due to **encapsulation**: functions enable you to draw simple shapes, compound shapes, and your scenes *independent* of one another (**and** at any scale and position).

Project 3 overview (2/2)

- Use for loops for all shapes, no repetitive code.
- Use best practices for code organization (e.g. headers, docstrings, inline comments, etc.)
- Add randomness the change aspect of compound shapes (e.g. color).
- From now on, we are putting **all** our main code inside

```
if __name__ == '__main__':!
```

- If you have more than a few lines of main code, you really should put it inside its own function (e.g. `main()`) then call it from within

```
if __name__ == '__main__':
```

Let's find some bugs related to
positional and keyword arguments

Let's do the conditional worksheet