Outline: 9/21

- Flood Fill
- Sweep Fill

Spinelli Center: Review Session tonight!
*Linear Equations*
7-9pm, Wright 238
(extra credit: pick up slip)

Admin: Office Hours

Monday 4-5pm (Ford 015)
Tuesday 4-5pm (Ford 346)

TA hours Sun-Tues: 7:30-9:30pm (241 Ford)

HW 2 due Tuesday by midnight (next week)

Laptops still not here...
Poll Everywhere
Potentially all correct. If we stick with regular polygons, the answer is “no”, since we have symmetry about the x-axis. However, if we want to create more irregular shapes, the answer is “yes”, since we drawing points clockwise vs. counterclockwise will result in a different configuration of the points.
If the center of the regular polygon is at (0,50) with radius 100, where should the initial point be located according to this algorithm?

When poll is active, respond at PollEv.com/saramathieso692
Text SARAMATHIESO692 to 22333 once to join

- (0,150): 6%
- (0,0): 6%
- (100,50): 87%
- (100,150): 6%
Would such a polygon be entirely visible on a screen?

When poll is active, respond at PollEv.com/saramathieso692
Text SARAMATHIESO692 to 22333 once to join

yes 2%

no 98%
Homework 1

- $0/0$ returns \textbf{NaN} (not a number)
- $n/0$ returns \textbf{Infinity} for $n \neq 0$
Homework 1

- 0/0 returns NaN (not a number)
- n/0 returns Infinity for n!=0

- for x in range(x1,x2):
  y += m
  y = Math.round(y)
  fill (x,y)

What if m = 0.2?
Timer Demo
<!DOCTYPE html>
<html>
<head>
<title>Timer Demo</title>
<script>
    var canvas, context, time = 150, timer;
    // generate a random color
    function getRandomColor() {
        var letters = '0123456789ABCDEFGHIJKLMNOPQRSTUVWXYZ';
        var color = '#';
        for (var i = 0; i < 6; i++) {
            color += letters[Math.floor(Math.random() * 16)];
        }
        return color;
    }
    function randomSquare(){
        // change square color at "time" intervals
        context.fillStyle = getRandomColor();
        context.fillRect(0,0,100,100);
    }
    function init() {
        canvas = document.getElementById('canvas');
        context = canvas.getContext('2d');
        timer = setInterval(randomSquare, time);
    }
</script>
</head>
<body onload="init()">
    <canvas id="canvas" width="450" height="290"></canvas>
</body>
</html>
Pair-programming

- Option on *some* assignments (Homework 2 included)
Pair-programming

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- Work on the code only together (one person shouldn’t go ahead and then “catch the other person up”)

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- Switch “driver” every 30 min
Pair-programming

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- Switch “driver” every 30 min

- One computer for coding (other computer could have instructions, stack overflow, etc)