### Pictures and Loops







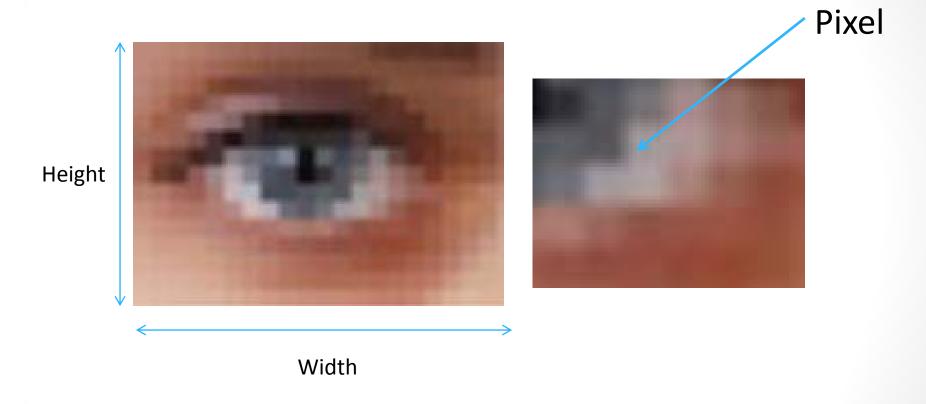


#### Guttag chapter 4 Guttag chapter 5

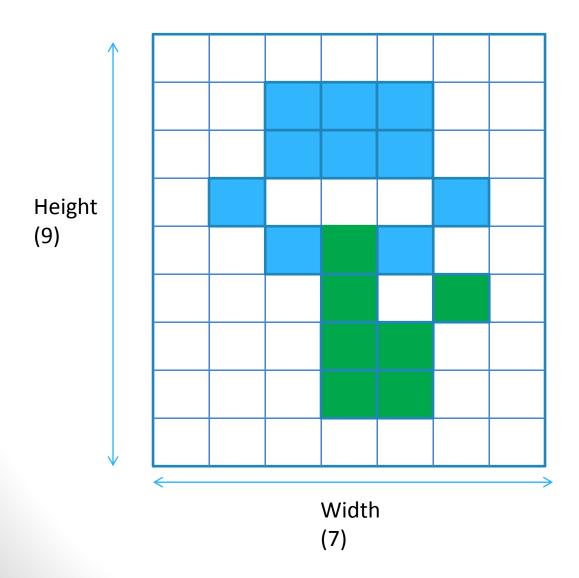




# How are pictures represented on a computer?



### A picture is a grid of "Pixels"



## Each Pixel is a single Color... so how is color represented?

#### RGB Model for color representation

A color is made up of:

- Some amount of Red (0 ... 255)
- Some amount of Green (0 ... 255)
- Some amount of Blue (0 ... 255)

Together these three channels, when combined, describe the entire range of visible colors

What color is represented by (100, 100, 100)?

A. Black

C. Brown

E. Salmon

B. White

D. Gray

#### Python's Etch-a-Sketch

The mode attribute defines the number and names of the bands in the image, and also the pixel type and depth. Common modes are "L" (luminance) for greyscale images and "RGB" for true color images

### Creating a new picture

```
>>> pic = Image.new('RGB', (200,400), (255, 255, 255))
>>> pic.show()
```

Which of the following is displayed by the above code?

A. B. D. C. C.

E.

#### Opening an existing picture

```
>>> pic = Image.open("butterfly.jpg") # Open a file
>>> pic.show()
```

How can we find the width and height of the image?



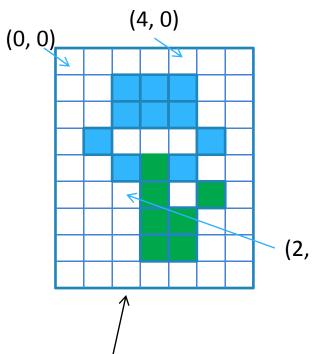
#### Getting information about pictures

```
>>> pic = Image.open("butterfly.jpg") # Open a file
>>> pic.show()

>>> w = pic.size[0] # get the width of the picture
>>> h = pic.size[1] # get the height of the picture
>>> (w, h) = pic.size
```

pic.size is a variable associated with the Image object. It is a tuple with two elements (width, height)

#### Accessing Pixels in a Picture



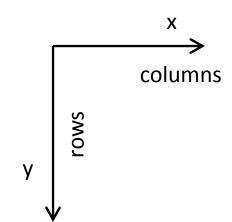
pic

Each pixel can be accessed via its row and column

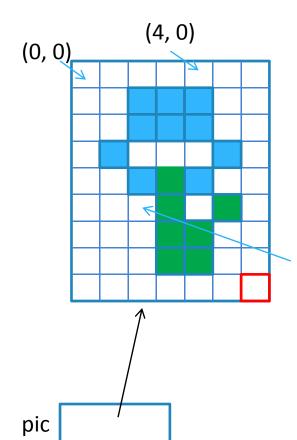
The pixel in the **upper left** is at row **0**, column **0**.

Columns increase to the right (i.e. x axis) Rows increase down (i.e. y axis)

(2, 5)



#### Accessing Pixels in a Picture



Each pixel can be accessed via its row and column

The pixel in the **upper left** is at row **0**, column **0**.

Columns increase to the right (i.e. x axis)
Rows increase **down** (i.e. y axis)

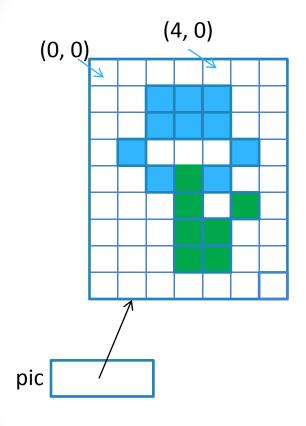
(2, 5)

What value represents the *row* of the pixel in the lower right corner of any picture, pic?

- A. 0
- B. pic.size[0]
- C. pic.size[1]
- D. pic.size[0]-1
- E. pic.size[1]-1

pic.size is a tuple with two elements (width, height)

#### Accessing Pixels in a Picture

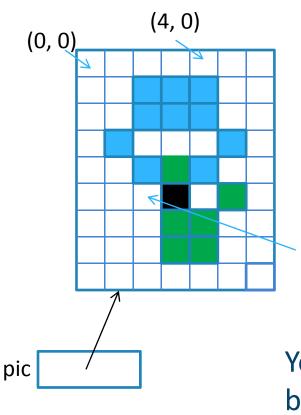


You can retrieve (the color values of) a single pixel

- A. (255,255,255) E. None of the
- B. (255,0,0)
- C. (0,255,0)
- D. (0, 0, 255)

above.

#### Modifying Pixels in a Picture

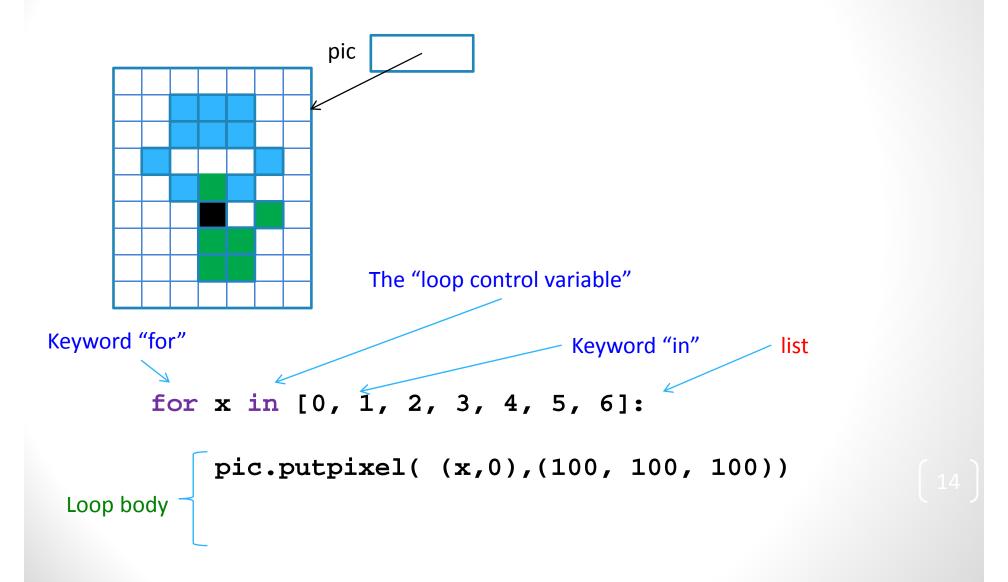


I can set the color of a pixel based on its coordinates:

(2, 5)

You can programmatically modify a picture by retrieving individual pixels and changing their color! The key is to know which pixels to change and what colors to change them to...

#### Loops for pixel modification



#### Loops

```
for x in [0, 1, 2, 3, 4, 5, 6]:
    print x
```

The loop body will execute one time for each element in the list. Each time through the loop, the loop control variable will take the value of the next element in the list.

#### Lists without listing

```
>>> list(range(7))
[0, 1, 2, 3, 4, 5, 6]
>>> list(range(1, 7))
[1, 2, 3, 4, 5, 6]
```

for x in range(7):

print x\_col

for x in [0,1,2,3,4,5,6]:

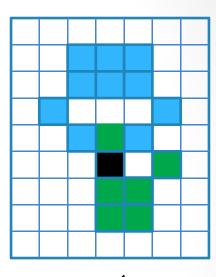
print x\_col

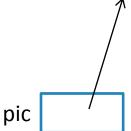
#### Draw a line

```
for x in range(7):
    pic.putpixel((x,0),(100,100,100))
```



```
pic.putpixel( (0, 0 ),(100,100,100))
pic.putpixel( (1, 0 ),(100,100,100))
pic.putpixel( (2, 0 ),(100,100,100))
pic.putpixel( (3, 0 ),(100,100,100))
pic.putpixel( (4, 0 ),(100,100,100))
pic.putpixel( (5, 0 ),(100,100,100))
pic.putpixel( (6, 0 ),(100,100,100))
```



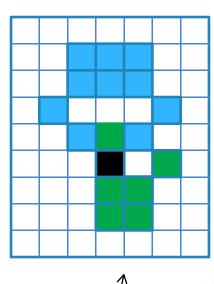


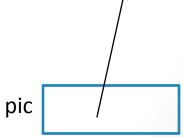
#### Lists without listing

```
for x in range(7):
    pic.putpixel( (x,0),(100,100,100))
```

```
>>> list(range( pic.size[0] ))
???
```

- A. [0,1,2,3,4,5,6]
- B. [1,2,3,4,5,6,7]
- C. [1,2,3,4,5,6]
- D. [0,1,2,3,4,5,6,7]
- E. None of the above.

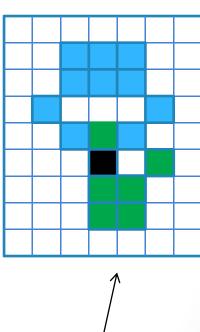




#### Draw a line

```
for x in range(pic.size[0]):
   pic.putpixel( (x,0),(100,100,100))
```

What's going to happen?

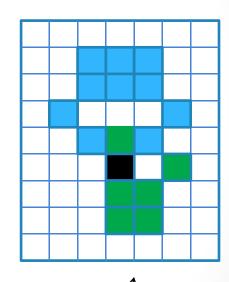


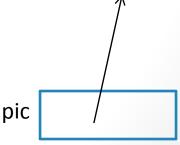
#### Loops for pixel modification

```
for x_col in range(pic.size[0]):
   pic.putpixel( (x_col,0),(100,100,100))
```



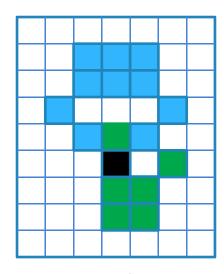
```
pic.putpixel( (0, 0 ),(100,100,100))
pic.putpixel( (1, 0 ),(100,100,100))
pic.putpixel( (2, 0 ),(100,100,100))
pic.putpixel( (3, 0 ),(100,100,100))
pic.putpixel( (4, 0 ),(100,100,100))
pic.putpixel( (5, 0 ),(100,100,100))
pic.putpixel( (6, 0 ),(100,100,100))
```

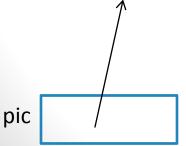




#### Nested loops

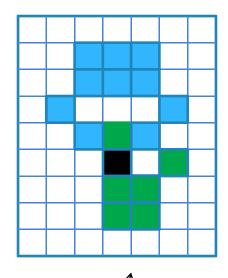
```
for y in [1, 3, 5, 7]:
    for x in range(pic.size[0]):
        pic.putpixel((x,y),(100, 100, 100))
```





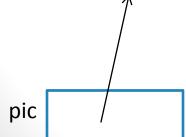
# Nested loops for modifying the whole picture

```
for x in range(pic.size[0]//2):
    for y in range(pic.size[1]):
        pic.putpixel((x,y), (100, 100, 100))
```



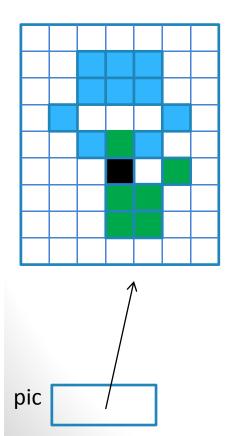


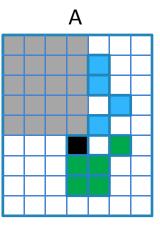
- A. Turns the whole picture gray
- B. Turns the top half of the picture gray
- C. Turns the bottom half of the picture gray
- D. Turns the right half of the picture gray
- E. Turns the left half of the picture gray

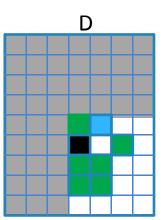


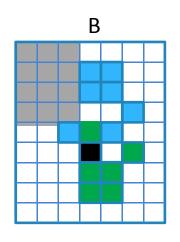
#### If statements work in loops too!

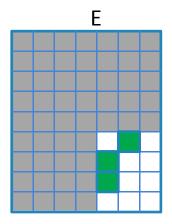
```
for x in range(pic.size[0]):
    for y in range(pic.size[1]):
        if y < pic.size[1]//2 and x < pic.size[0]//2:
            pic.putpixel((x,y), (100, 100, 100))</pre>
```

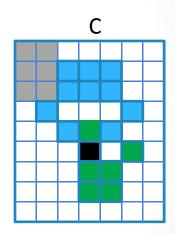












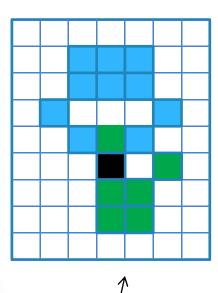
What is the resulting pic?

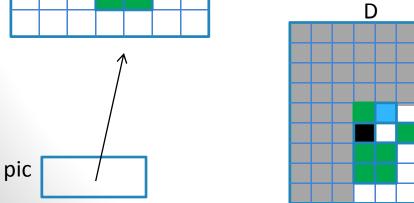
test05

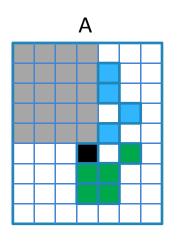
2

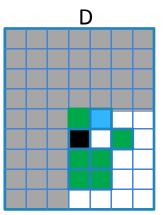
#### If statements work in loops too!

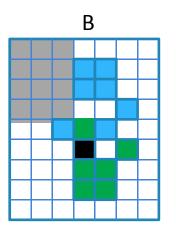
```
for x in range(pic.size[0]):
   for y in range(pic.size[1]):
      if y < pic.size[1]//2 or x < pic.size[0]//2:
           pic.putpixel( (x,y), (100, 100, 100))
```

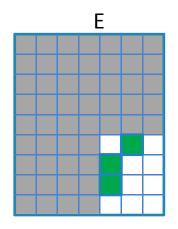


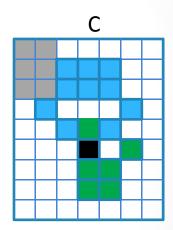












What is the resulting pic?