CS 150 Programming Assignment 2

Due Tuesday 9/13/11 @ Midnight

There are 6 questions, worth a total of 60 points.

All of your programs must have exactly the name listed in the assignment. Each program should have a comment at the beginning with your name, the date, and a description of the program's intended behavior.

For this assignment, all graphics should appear on a canvas of size 256×256, wait for a mouse click, then exit cleanly.

triangle.py 10 points

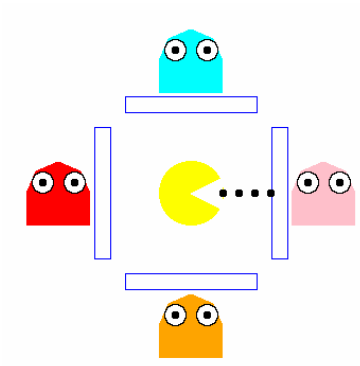
The program should draw a filled triangle near the middle of the canvas. Your canvas should have a colored background, and the window should have the title 'Triangle'.

forest.py 10 points

Draw a forest of pine trees, as in Exercise 3.8. Your trees should be green with brown trunks.

gamescreen.py 10 points

Draw one scene inspired by a video game. It does not need to match the game screen precisely, but should be recognizable as that game. Some simple games that would work well are Pac-Man, Asteroids, Frogger, Tetris, Angry Birds, Super Mario Bros., or Doodle Jump. Or go crazy and recreate Grand Theft Auto.



signal.py 10 points

Create a traffic signal, as described in Exercise 3.14. A final click should exit the program.

modernart.py 10 points

Each time it is run, the program should create a new work of modern art using randomly chosen graphics. For example, you might create 100 randomly sized circles, each filled with a random color.

airplane.py 10 points

Animate a flying airplane, as described in Exercise 3.10.