

Section #3: Solutions

1. Image Puzzles

```
def fix1(filename):  
    """  
    Fix the fix1 puzzle image by multiplying its pixels red,  
    green, and blue values by 6, 2, and 4 respectively.  
    """  
    image = SimpleImage(filename)  
    for pixel in image:  
        pixel.red = pixel.red * 6  
        pixel.green = pixel.green * 2  
        pixel.blue = pixel.blue * 4  
    return image  
  
def fix2(filename):  
    """  
    Fix the fix2 puzzle image by swapping its red and green  
    pixel values.  
    """  
    image = SimpleImage(filename)  
    for pixel in image:  
        temp = pixel.red  
        pixel.red = pixel.green  
        pixel.green = temp  
    return image  
  
def fix3(filename):  
    """  
    Fix the fix3 puzzle image by swapping its blue and  
    green pixel values.  
    """  
    image = SimpleImage(filename)  
    for pixel in image:  
        temp = pixel.red  
        pixel.red = pixel.blue  
        pixel.blue = temp  
        pixel.green = pixel.green * 4  
    return image
```

2. Image Range Loop Problems

- `double_left`

```
def double_left(filename):  
    """  
    Take the left half of the image and copy it on  
    top of the right half. Assume the image width is even.  
    A classic make-a-drawing situation.  
    """  
    image = SimpleImage(filename)  
    # style idea: the math is hard enough to follow,  
    # it's helpful to introduce a variable like this to name  
    # a common value we need (identify mid_x on drawing too).  
    mid_x = image.width // 2  
    for y in range(image.height):  
        for x in range(mid_x):  
            pixel = image.get_pixel(x, y)  
            pixel_right = image.get_pixel(mid_x + x, y)  
            pixel_right.red = pixel.red  
            pixel_right.green = pixel.green  
            pixel_right.blue = pixel.blue  
    return image
```

- `double_left_up`

```
def double_left_up(filename):  
    """  
    Copy the left half on top of the right half as  
    before, except the right half should be upside down.  
    """  
    image = SimpleImage(filename)  
    mid_x = image.width // 2  
    for y in range(image.height):  
        for x in range(mid_x):  
            pixel = image.get_pixel(x, y)  
            # the key line:  
            pixel_right = image.get_pixel(mid_x + x,  
                                         image.height - y - 1)  
            pixel_right.red = pixel.red  
            pixel_right.green = pixel.green  
            pixel_right.blue = pixel.blue  
    return image
```

- **copies_2**

```
def copies_2(filename):  
    """  
    Create a new `out` image twice as wide as the original.  
    Place 2 copies of the original in `out` side-by-side,  
    and return it.  
    """  
    image = SimpleImage(filename)  
    # Creates a new white image with nothing in it  
    out = SimpleImage.blank(width=image.width * 2, height=image.height)  
    mid_x = image.width  
    for y in range(image.height):  
        for x in range(image.width):  
            pixel = image.get_pixel(x, y)  
            # left copy  
            pixel_left = out.get_pixel(x, y)  
            pixel_left.red = pixel.red  
            pixel_left.green = pixel.green  
            pixel_left.blue = pixel.blue  
  
            # right copy  
            pixel_right = out.get_pixel(mid_x + x, y)  
            pixel_right.red = pixel.red  
            pixel_right.green = pixel.green  
            pixel_right.blue = pixel.blue  
    return out
```

- **squeeze_width**

```
def squeeze_width(filename, n):  
    """  
    A sort of funhouse-mirror effect.  
    Create a new `out` image the same height as the original,  
    but with width divided by int n.  
    Copy the original image to `out`, squeezing it horizontally  
    by a factor of n, e.g. for n of 4, copy from the original  
    at x 0, 4, 8, ... and so on.  
    n=1 should copy the image without squeezing.  
    """  
    image = SimpleImage(filename)  
    out = SimpleImage.blank(width=image.width // n, height=image.height)  
    # strategy: iterate x,y over the out pixels, compute  
    # scaled * n pixel in original image.  
    for y in range(out.height):  
        for x in range(out.width):  
            pixel_out = out.get_pixel(x, y)
```

```
        pixel = image.get_pixel(x * n, y)

        pixel_out.red = pixel.red
        pixel_out.green = pixel.green
        pixel_out.blue = pixel.blue
    return out
```

3. Photoshop Image Algorithms

- Rotate left

```
def rotate_image_left(image):
    """
    Rotates an image counter-clockwise 90 degrees.
    """
    out = SimpleImage.blank(width=image.height, height=image.width)
    for y in range(image.height):
        for x in range(image.width):
            source_pixel = image.get_pixel(x, y)
            dest_pixel = out.get_pixel(y, image.width - 1 - x)
            dest_pixel.red = source_pixel.red
            dest_pixel.green = source_pixel.green
            dest_pixel.blue = source_pixel.blue

    return out
```

- Flip vertical

```
def flip_vertical(image):
    """
    Flips an image across its horizontal axis.
    """
    out = SimpleImage.blank(width=image.width, height=image.height)
    for y in range(image.height):
        for x in range(image.width):
            source_pixel = image.get_pixel(x, y)
            dest_pixel = out.get_pixel(x, image.height - 1 - y)
            dest_pixel.red = source_pixel.red
            dest_pixel.green = source_pixel.green
            dest_pixel.blue = source_pixel.blue

    return out
```

4. Range and List Problems

```
def negative(n):
    """
    Returns a list that counts down from `n` to negative `n`,
```

```
where `n` is located at index 0.
"""
nums = []
for i in range(n, (-1 * n) - 1, -1):
    nums.append(i)
return nums
# Note: unary - has the highest precedence, so the 2nd param
# can be written as -n - 1, but the parentheses look fine too.

def mirror(lst):
    """
    Given a list `lst`, returns a "mirrored list" that
    includes the original elements in order, followed by
    the elements in reverse order.
    """
    mirrored_list = []
    mirrored_list.extend(l)
    for i in range(len(lst) - 1, -1, -1):
        current_elem = lst[i]
        mirrored_list.append(current_elem)
    return mirrored_list

def unique_numbers(nums):
    """
    Given a list `nums` of integers, returns the number
    of unique numbers.
    """
    if len(nums) == 0:
        return 0
    curr_num = nums[0]
    num_unique = 1
    for i in range(1, len(nums)):
        if curr_num != nums[i]:
            num_unique += 1
            curr_num = nums[i]
    return num_unique
```

5. Calculator

```
"""
Calculator.py
-----
Implements the calculator program, as specified in the
section 3 handout.
"""

import sys # so we have access to argv
```

```
def exp(base, power):
    """
    Returns `base` multiplied by itself `power` times.
    """
    total = 1
    for i in range(power):
        total *= base
    return total

def square(base):
    """
    Returns `base` times `base`.
    """
    return exp(base, 2)

def add(args):
    """
    Given a list of string representations of integers,
    returns the sum of the integers.
    """
    total = 0
    for i in range(len(args) - 2):
        total += int(args[i + 2])
    return total

def main(args):
    """
    This program checks for the operation specified by the
    user and then calls the appropriate function to perform
    the mathematical operation.
    """
    operation = args[1]    # args[0] is calculator.py

    if operation == '-exp':
        base = int(args[2]) # convert the argument to an int
        power = int(args[3])
        result = exp(base, power)
        print(result)

    if operation == '-square':
        base = int(args[2])
        result = square(base)
        print(result)

    if operation == '-add':
        result = add(args)
        print(results)
```

```
if __name__ == "__main__":  
    main(sys.argv)
```

6. Word Count

```
def count_words(line):  
    """  
    Given a string `line` of words delimited by spaces,  
    returns the number of words in `line`.  
    """  
    words_list = line.split()  
    num_words = len(words_list)  
    return num_words  
  
def main():  
    """  
    This console program asks the user for a file and then  
    prints the number of lines, words, and characters in the  
    specified file.  
    """  
    file_name = input('File: ')  
    lines = 0  
    words = 0  
    chars = 0  
    with open(file_name, 'r') as f:  
        for line in f:  
            stripped_line = line.strip()  
            lines += 1  
            words += count_words(stripped_line)  
            chars += len(stripped_line)  
    print('Lines = ' + str(lines))  
    print('Words = ' + str(words))  
    print('Characters = ' + str(chars))  
  
if __name__ == '__main__':  
    main()
```