Preparation for (Vector) Graphics Lab Monday 10/19

This consists of spending an estimated 1 hour preparing for an individual quiz during the first 15 minutes of lab. The quiz will count toward your individual lab score and is intended to encourage every team member to learn some basics and become able to contribute.

1. Read pages 189 through 195 plus 198 through 200. As usual for this course this MEANS inputting and TRYING OUT each sample program, experimenting with your own variations of it, and then rereading the text. When you reread the text, approach it as a scholar: Distinguish the big ideas to remember, the examples written to illustrate them for learning the ideas better, and technical details important for programming in the Myro API but will become different in different graphics APIs.

   The graphics API in Chapter 8 belongs to Myro, but it can be used without the robot.

2. The quiz will ask you to program ON PAPER (not a computer) a Myro function that will produce a non-random animation like that on page 199-200 that will involve circles, lines and changing colors. The circles might be required to change in size and position, and the endpoints of the lines might also be required to change.

3. Please bring 1 or 2 pages on NOTES to help you pass the quiz and then participate in the team's programming and experimentation effort.

4. The goal of the team exercise will be to make an animated graphic display that is controlled by some of the robot sensors. The purpose, in addition to practice with programming and vector graphics, etc, is to help each other visualize the significance of robot sensor data, so that inventing algorithms for making robots be responsive becomes easier and more interesting.