

# CSci 127: Introduction to Computer Science



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# Frequently Asked Questions

From previous semesters.

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- **What do you mean by Input and Output?**

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- **What do you mean by Input and Output?**

*Input is data provided to a program each time it runs (e.g. `input()` in Lab2);  
Output is data produced by a program each time it runs (e.g. display text or graphics on screen). Not all programs have Input or Output.*

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*Intro/Survey course: introduce high-level concepts before low-level. Cannot store characters on a computer chip, only numbers. ASCII is simply an agreement on how to map characters to numbers so they can be stored on computer chips.*



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- **Why are we learning about the command line?**

*Starting with Lab 2, bottom section will introduce shell commands. Command line is widely used among Computer Scientists and in Industry; very useful for automating tasks and working remotely. Do not overlook!!! Will be tested on both Quizzes and Final Exam.*

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# Today's Topics



- More on Strings
- Arithmetic
- Indexing and Slicing Lists
- Colors & Hexadecimal Notation

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- **More on Strings**
- Arithmetic
- Indexing and Slicing Lists
- Colors & Hexadecimal Notation

# More on Strings...

From Final Exam, Fall 2017, Version 1, #1:

Name:

EmpID:

CSci 127 Final, V1, F17

1. (a) What will the following Python code print:

```
s = "FridaysSaturdaysSundays"
num = s.count("s")
days = s[:-1].split("s")
print("There are", num, "fun days in a week")
mess = days[0]
print("Two of them are", mess, days[-1])
result = ""
for i in range(len(mess)):
    if i > 2:
        result = result + mess[i]
print("My favorite", result, "is Saturday.")
```

**Output:**

# More on Strings...

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- Some we have seen before, some we haven't.

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Output:

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- Don't leave it blank— write what you know & puzzle out as much as possible.



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- Some we have seen before, some we haven't.
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- First, go through and write down what we know:

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Output:

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- First, go through and write down what we know:
  - ▶ There are 3 print().

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```

Output:

- Some we have seen before, some we haven't.
- Don't leave it blank— write what you know & puzzle out as much as possible.
- First, go through and write down what we know:
  - ▶ There are 3 `print()`.
  - ▶ Output will have at least:

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There are ??? fun days in a week

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- First, go through and write down what we know:
  - ▶ There are 3 print().
  - ▶ Output will have at least:  
There are ??? fun days in a week  
Two of them are ???  
My favorite ??? is Saturday.
- Will get 1/3 to 1/2 points for writing down the basic structure.

## More on Strings: String Methods

```
s = "FridaysSaturdaysSundays"  
num = s.count("s")
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- The first line creates a variable, called `s`, that stores the string: "FridaysSaturdaysSundays"



## More on Strings: String Methods

```
s = "FridaysSaturdaysSundays"  
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- The first line creates a variable, called `s`, that stores the string: "FridaysSaturdaysSundays"
- There are many useful functions for strings (more in Lab 2).

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- `s.count(x)` will count the number of times the pattern, `x`, appears in `s`.

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  - ▶ `s.count("s")` counts the number of lower case `s` that occurs.

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  - ▶ `num = s.count("s")` stores the result in the variable `num`, for later.

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  - ▶ What would `print(s.count("sS"))` output?

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  - ▶ `s.count("s")` counts the number of lower case `s` that occurs.
  - ▶ `num = s.count("s")` stores the result in the variable `num`, for later.
  - ▶ What would `print(s.count("sS"))` output?
  - ▶ What about:

```
mess = "10 20 21 9 101 35"  
mults = mess.count("0 ")  
print(mults)
```

# More on Strings...

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CSci 127 Final, V1, F17

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Output:

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```

Output:

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There are 3 fun days in a week

Two of them are ???

My favorite ??? is Saturday.



## More on Strings: Indexing & Substrings

```
s = "FridaysSaturdaysSundays"  
days = s[:-1].split("s")
```

- Strings are made up of individual characters (letters, numbers, etc.)

## More on Strings: Indexing & Substrings

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0	1	2	3	4	5	6	7	8	...	16	17	18	19	20	21	22
F	r	i	d	a	y	s	S	a	...	S	u	n	d	a	y	s

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- `s[0]` is

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- `s[0]` is 'F'.

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- `s[1]` is 'r'.



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- `s[-1]` is

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- `s[-1]` is 's'.

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- `s[3:6]` is

## More on Strings: Indexing & Substrings

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- `s[3:6]` is 'day'.

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- `s[:3]` is

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- `s[:3]` is 'Fri'.

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0	1	2	3	4	5	6	7	8	...	16	17	18	19	20	21	22
F	r	i	d	a	y	s	S	a	...	S	u	n	d	a	y	s
												...	-4	-3	-2	-1

- `s[:-1]` is 'FridaysSaturdaysSunday'.  
(no trailing 's' at the end)



## More on Strings: Splits

```
s = "FridaysSaturdaysSundays"  
days = s[:-1].split("s")
```

- `split()` divides a string into a list.

## More on Strings: Splits

```
s = "FridaysSaturdaysSundays"  
days = s[:-1].split("s")
```

- `split()` divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

## More on Strings: Splits

```
s = "FridaysSaturdaysSundays"  
days = s[:-1].split("s")
```

- `split()` divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

"Friday~~s~~Saturday~~s~~Sunday"

## More on Strings: Splits

```
s = "FridaysSaturdaysSundays"  
days = s[:-1].split("s")
```

- `split()` divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

```
"FridaysSaturdaysSunday"  
days = ['Friday', 'Saturday', 'Sunday']
```

## More on Strings: Splits

```
s = "FridaysSaturdaysSundays"  
days = s[:-1].split("s")
```

- `split()` divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

```
"FridaysSaturdaysSunday"  
days = ['Friday', 'Saturday', 'Sunday']
```

- Different delimiters give different lists:

## More on Strings: Splits

```
s = "FridaysSaturdaysSundays"  
days = s[:-1].split("s")
```

- `split()` divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

```
"FridaysSaturdaysSunday"  
days = ['Friday', 'Saturday', 'Sunday']
```

- Different delimiters give different lists:

```
days = s[:-1].split("day")
```

## More on Strings: Splits

```
s = "FridaysSaturdaysSundays"  
days = s[:-1].split("s")
```

- `split()` divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

```
"FridaysSaturdaysSunday"  
days = ['Friday', 'Saturday', 'Sunday']
```

- Different delimiters give different lists:

```
days = s[:-1].split("day")  
"FridaysSaturdaysSunday"
```

## More on Strings: Splits

```
s = "FridaysSaturdaysSundays"  
days = s[:-1].split("s")
```

- `split()` divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

```
"FridaysSaturdaysSunday"  
days = ['Friday', 'Saturday', 'Sunday']
```

- Different delimiters give different lists:

```
days = s[:-1].split("day")  
"FrixxxsSaturxxxsSunxxx"  
days = ['Fri', 'sSatur', 'sSun']
```



# More on Strings...

Name:

EmpID:

CSci 127 Final, V1, F17

1. (a) What will the following Python code print:

```
s = "FridaysSaturdaysSundays"
num = s.count("s")
days = s[:-1].split("s")
print("There are", num, "fun days in a week")
mess = days[0]
print("Two of them are", mess, days[-1])
result = ""
for i in range(len(mess)):
    if i > 2:
        result = result + mess[i]
print("My favorite", result, "is Saturday.")
```

Output:

- Don't leave it blank– write what you know & puzzle out as much as possible:

# More on Strings...

Name: \_\_\_\_\_

EmpID: \_\_\_\_\_

CSci 127 Final, V1, F17

1. (a) What will the following Python code print:

```
s = "FridaysSaturdaysSundays"
num = s.count("s")
days = s[:-1].split("s")
print("There are", num, "fun days in a week")
mess = days[0]
print("Two of them are", mess, days[-1])
result = ""
for i in range(len(mess)):
    if i > 2:
        result = result + mess[i]
print("My favorite", result, "is Saturday.")
```

Output:

- Don't leave it blank– write what you know & puzzle out as much as possible:

```
There are 3 fun days in a week
Two of them are Friday Sunday
My favorite ??? is Saturday.
```

# Today's Topics



- More on Strings
- **Arithmetic**
- Indexing and Slicing Lists
- Colors & Hexadecimal Notation

# Arithmetic

Some arithmetic operators in Python:

- Addition:



# Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`



# Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction:



# Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`



# Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication:





# Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`



# Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division:



# Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`



# Arithmetic



Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`
- Floor or Integer Division:

# Arithmetic



Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`
- Floor or Integer Division:  
`weeks = totalDays // 7`

`15 // 7 = 2`

# Arithmetic



Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`
- Floor or Integer Division:  
`weeks = totalDays // 7`
- Remainder or Modulus:

`15 // 7 = 2`

# Arithmetic



Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`
- Floor or Integer Division:  
`weeks = totalDays // 7` `15 // 7 = 2`
- Remainder or Modulus:  
`days = totalDays % 7` `15 % 7 = 1`

# Arithmetic



Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`
- Floor or Integer Division:  
`weeks = totalDays // 7` `15 // 7 = 2`
- Remainder or Modulus:  
`days = totalDays % 7` `15 % 7 = 1`
- Exponentiaion:



# Arithmetic



Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`
- Floor or Integer Division:  
`weeks = totalDays // 7` `15 // 7 = 2`
- Remainder or Modulus:  
`days = totalDays % 7` `15 % 7 = 1`
- Exponentiaion:  
`pop = 2**time`

# Challenge Problem...

*What does this code do?*

---

#Mystery code for lecture 3

```
startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

# Challenge Problem...

*What does this code do?*

---

*#Mystery code for lecture 3*

```
startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 9 and 2.
- If the user enters, 12 and 4.
- If the user enters, 8 and 20.
- If the user enters, 11 and 1.

# Challenge Problem...

*What does this code do?*

---

`#Mystery code for lecture 3`

```
startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 9 and 2.

# Challenge Problem...

*What does this code do?*

```
#Mystery code for lecture 3
```

```
startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 9 and 2.

```
Enter starting time: 9
Enter how long: 2
Your event starts at 9 o'clock.
Your event ends at 11 o'clock.
```

# Challenge Problem...

*What does this code do?*

---

*#Mystery code for lecture 3*

```
startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 12 and 4.

# Challenge Problem...

*What does this code do?*

---

*#Mystery code for lecture 3*

```
startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 12 and 4.  
Enter starting time: 12  
Enter how long: 4  
Your event starts at 12 o'clock.  
Your event ends at 4 o'clock.

# Challenge Problem...

*What does this code do?*

---

*#Mystery code for lecture 3*

```
startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 8 and 20.



# Challenge Problem...

*What does this code do?*

---

#Mystery code for lecture 3

```
startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 8 and 20.  
Enter starting time: 8  
Enter how long: 20  
Your event starts at 8 o'clock.  
Your event ends at 4 o'clock.

# Challenge Problem...

*What does this code do?*

---

*#Mystery code for lecture 3*

```
startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 11 and 1.

# Challenge Problem...

*What does this code do?*

```
#Mystery code for lecture 3
```

```
startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 11 and 1.  
Enter starting time: 11  
Enter how long: 1  
Your event starts at 11 o'clock.  
Your event ends at 0 o'clock.

# Today's Topics



- More on Strings
- Arithmetic
- **Indexing and Slicing Lists**
- Colors & Hexadecimal Notation

## Challenge Problem...

*Mostly review:*

```
1 for d in range(10, 0, -1):
2     print(d)
3 print("Blast off!")
4
5 for num in range(5,8):
6     print(num, 2*num)
7
8 s = "City University of New York"
9 print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

# Python Tutor

```
1 for d in range(10, 0, -1):
2     print(d)
3     print("Blast off!")
4
5 for num in range(5,8):
6     print(num, 2*num)
7
8 s = "City University of New York"
9 print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

(Demo with pythonTutor)

Review: `range()`



The three versions:

# Review: `range()`



The three versions:

- `range(stop)`



# Review: `range()`



The three versions:

- `range(stop)`
- `range(start, stop)`

# Review: `range()`



The three versions:

- `range(stop)`
- `range(start, stop)`
- `range(start, stop, step)`

# Slices

- Similar to `range()`, you can take portions or **slices** of lists and strings:

```
1 for d in range(10, 0, -1):
2     print(d)
3 print("Blast off!")
4
5 for num in range(5,8):
6     print(num, 2*num)
7
8 s = "City University of New York"
9 print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

# Slices

- Similar to `range()`, you can take portions or **slices** of lists and strings:

`s[5:8]`

gives: "Uni"

```
1 for d in range(10, 0, -1):
2     print(d)
3 print("Blast off!")
4
5 for num in range(5,8):
6     print(num, 2*num)
7
8 s = "City University of New York"
9 print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

# Slices

- Similar to `range()`, you can take portions or **slices** of lists and strings:

`s[5:8]`

gives: "Uni"

- Also works for lists:

```
1 for d in range(10, 0, -1):
2     print(d)
3 print("Blast off!")
4
5 for num in range(5,8):
6     print(num, 2*num)
7
8 s = "City University of New York"
9 print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

# Slices

- Similar to `range()`, you can take portions or **slices** of lists and strings:

`s[5:8]`

gives: "Uni"

- Also works for lists:

`names[1:3]`

```
1 for d in range(10, 0, -1):
2     print(d)
3 print("Blast off!")
4
5 for num in range(5,8):
6     print(num, 2*num)
7
8 s = "City University of New York"
9 print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
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12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
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# Slices

- Similar to `range()`, you can take portions or **slices** of lists and strings:

`s[5:8]`

gives: "Uni"

- Also works for lists:

`names[1:3]`

gives: ["Anna", "Alice"]

```
1 for d in range(10, 0, -1):
2     print(d)
3 print("Blast off!")
4
5 for num in range(5,8):
6     print(num, 2*num)
7
8 s = "City University of New York"
9 print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

# Slices

- Similar to `range()`, you can take portions or **slices** of lists and strings:

`s[5:8]`

gives: "Uni"

- Also works for lists:

`names[1:3]`

gives: ["Anna", "Alice"]

- Python also lets you “count backwards”: last element has index: `-1`.

```
1 for d in range(10, 0, -1):
2     print(d)
3 print("8Last off!")
4
5 for num in range(5,8):
6     print(num, 2*num)
7
8 s = "City University of New York"
9 print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```








# Today's Topics








- Arithmetic
- Indexing and Slicing Lists
- Design Challenge: Planes
- **Colors & Hexadecimal Notation**

# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	






- Can specify by name.

# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	






- Can specify by name.
- Can specify by numbers:

# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	






- Can specify by name.
- Can specify by numbers:
  - ▶ Amount of Red, Green, and Blue (RGB).

# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	






- Can specify by name.
- Can specify by numbers:
  - ▶ Amount of Red, Green, and Blue (RGB).
  - ▶ Adding light, not paint:

# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	






- Can specify by name.
- Can specify by numbers:
  - ▶ Amount of Red, Green, and Blue (RGB).
  - ▶ Adding light, not paint:
    - ★ Black: 0% red, 0% green, 0% blue

# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	

- Can specify by name.
- Can specify by numbers:
  - ▶ Amount of Red, Green, and Blue (RGB).
  - ▶ Adding light, not paint:
    - ★ Black: 0% red, 0% green, 0% blue
    - ★ White: 100% red, 100% green, 100% blue






# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	

- Can specify by numbers (RGB):








# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	






- Can specify by numbers (RGB):
  - ▶ Fractions of each:

# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	






- Can specify by numbers (RGB):
  - ▶ Fractions of each:  
e.g. (1.0, 0, 0) is 100% red, no green, and no blue.

# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	






- Can specify by numbers (RGB):
  - ▶ Fractions of each:  
e.g. (1.0, 0, 0) is 100% red, no green, and no blue.
  - ▶ 8-bit colors: numbers from 0 to 255:

# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	

- Can specify by numbers (RGB):
  - ▶ Fractions of each:  
e.g. (1.0, 0, 0) is 100% red, no green, and no blue.
  - ▶ 8-bit colors: numbers from 0 to 255:  
e.g. (0, 255, 0) is no red, 100% green, and no blue.

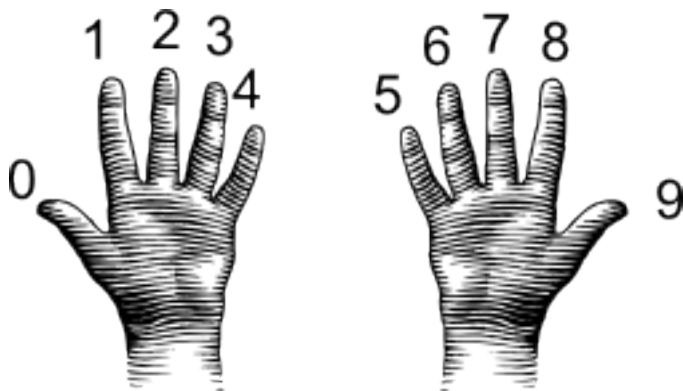
# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	

- Can specify by numbers (RGB):
  - ▶ Fractions of each:  
e.g. (1.0, 0, 0) is 100% red, no green, and no blue.
  - ▶ 8-bit colors: numbers from 0 to 255:  
e.g. (0, 255, 0) is no red, 100% green, and no blue.
  - ▶ Hexcodes (base-16 numbers)...

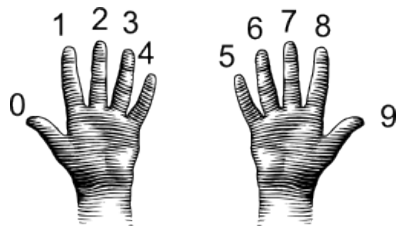
# Decimal & Hexadecimal Numbers

Counting with 10 digits:



(from i-programmer.info)

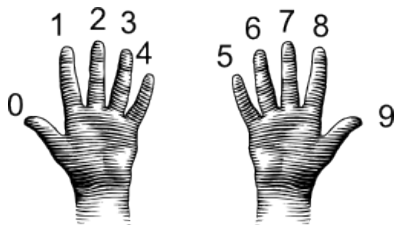
# Decimal



(from i-programmer.info)

# Decimal

00 01 02 03 04 05 06 07 08 09

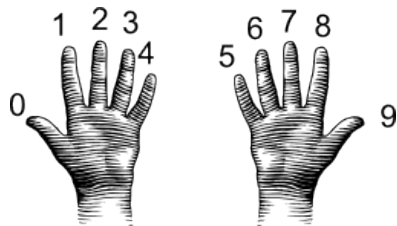


(from i-programmer.info)



# Decimal

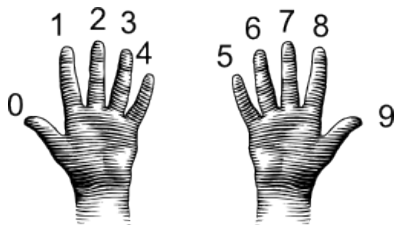
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19



(from i-programmer.info)

# Decimal

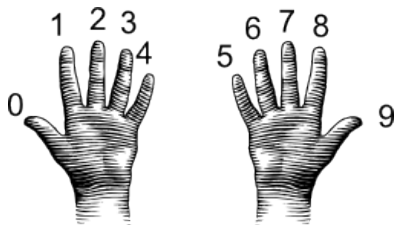
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29



(from i-programmer.info)

# Decimal

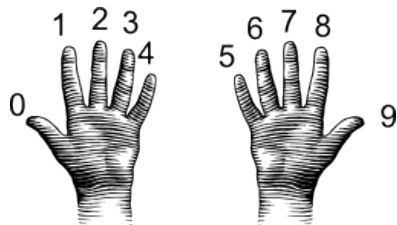
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39



(from i-programmer.info)

# Decimal

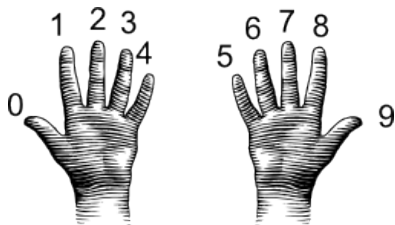
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49



(from i-programmer.info)

# Decimal

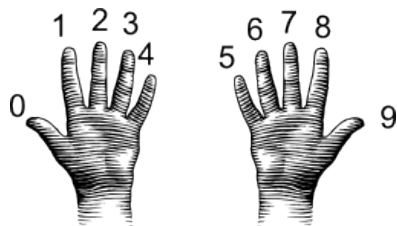
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59



(from i-programmer.info)

# Decimal

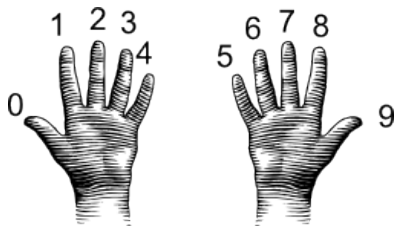
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69



(from i-programmer.info)

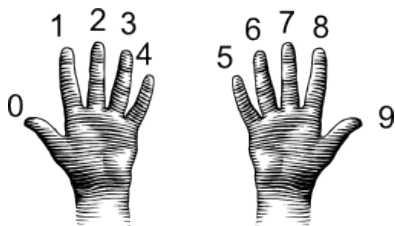
# Decimal

00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79



(from i-programmer.info)

# Decimal

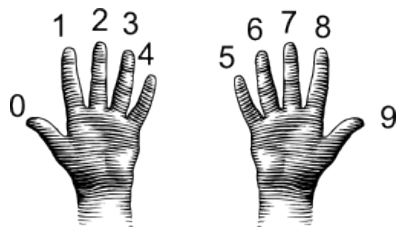


(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09
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20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89



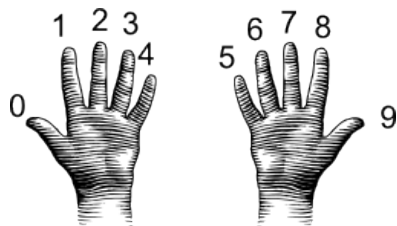
# Decimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

# Decimal



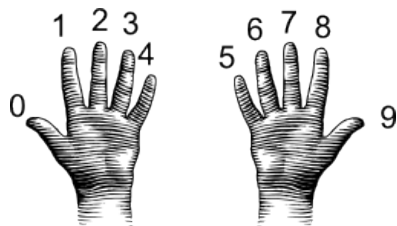
(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

$$10^1 + 10^0$$

**Max Number = 99**

# Decimal



(from i-programmer.info)

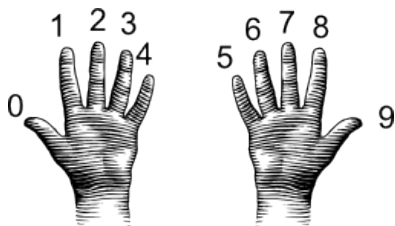
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

$$10^1 + 10^0$$

**Max Number = 99**

$$90 = (9 * 10^1) + (0 * 10^0)$$

# Decimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

$$10^1 + 10^0$$

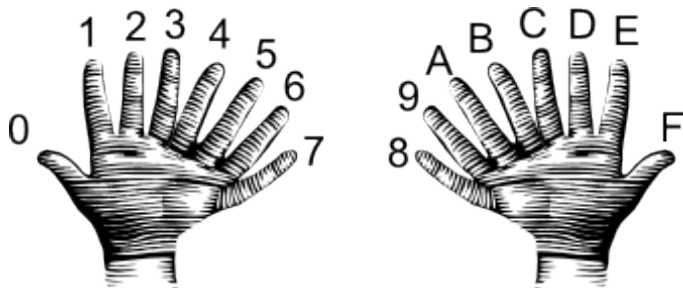
**Max Number = 99**

$$90 = (9 * 10^1) + (0 * 10^0)$$

$$99 = (9 * 10^1) + (9 * 10^0)$$

# Decimal & Hexadecimal Numbers

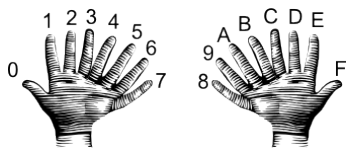
Counting with 16 digits:



(from i-programmer.info)

# Hexadecimal

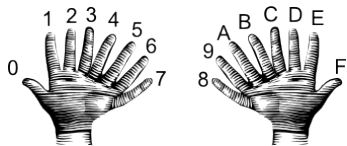
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F



(from i-programmer.info)

# Hexadecimal

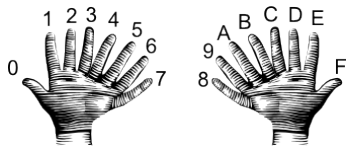
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F  
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F



(from i-programmer.info)

# Hexadecimal

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F

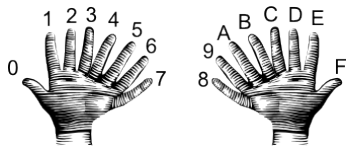


(from i-programmer.info)



# Hexadecimal

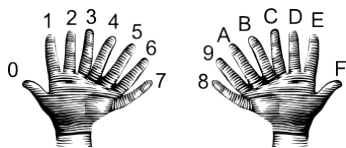
00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F



(from i-programmer.info)

# Hexadecimal

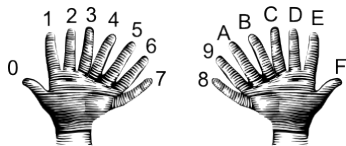
00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
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20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F



(from i-programmer.info)

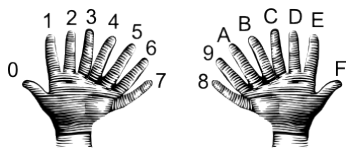
# Hexadecimal

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
50	51	52	53	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F



(from i-programmer.info)

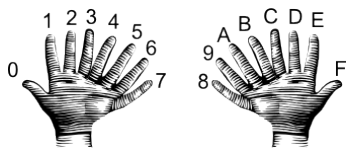
# Hexadecimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
50	51	52	53	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F
60	61	62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F

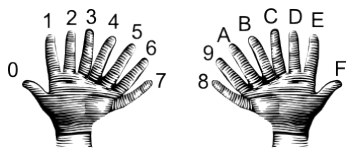
# Hexadecimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
50	51	52	53	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F
60	61	62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F

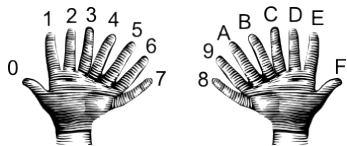
# Hexadecimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
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40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
50	51	52	53	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F
60	61	62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F
80	81	82	83	84	85	86	87	88	89	8A	8B	8C	8D	8E	8F

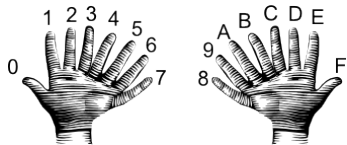
# Hexadecimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
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60	61	62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F
80	81	82	83	84	85	86	87	88	89	8A	8B	8C	8D	8E	8F
90	91	92	93	94	95	96	97	98	99	9A	9B	9C	9D	9E	9F

# Hexadecimal

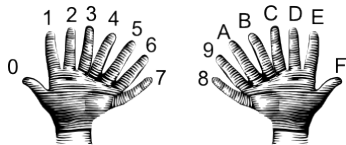


(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
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80	81	82	83	84	85	86	87	88	89	8A	8B	8C	8D	8E	8F
90	91	92	93	94	95	96	97	98	99	9A	9B	9C	9D	9E	9F
A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF



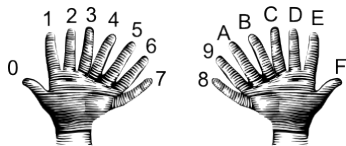
# Hexadecimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
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40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
50	51	52	53	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F
60	61	62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F
80	81	82	83	84	85	86	87	88	89	8A	8B	8C	8D	8E	8F
90	91	92	93	94	95	96	97	98	99	9A	9B	9C	9D	9E	9F
A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF
B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF

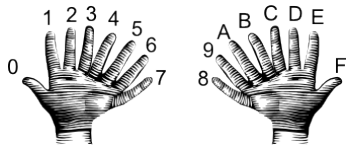
# Hexadecimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
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20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
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90	91	92	93	94	95	96	97	98	99	9A	9B	9C	9D	9E	9F
A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF
B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF
C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF

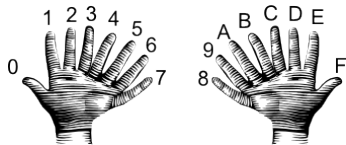
# Hexadecimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
50	51	52	53	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F
60	61	62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F
80	81	82	83	84	85	86	87	88	89	8A	8B	8C	8D	8E	8F
90	91	92	93	94	95	96	97	98	99	9A	9B	9C	9D	9E	9F
A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF
B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF
C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF
D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF

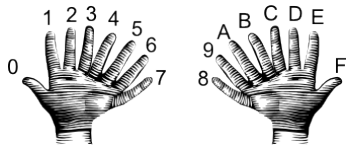
# Hexadecimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
50	51	52	53	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F
60	61	62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F
80	81	82	83	84	85	86	87	88	89	8A	8B	8C	8D	8E	8F
90	91	92	93	94	95	96	97	98	99	9A	9B	9C	9D	9E	9F
A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF
B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF
C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF
D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF
E0	E1	E2	E3	E4	E5	E6	E7	E8	E9	EA	EB	EC	ED	EE	EF

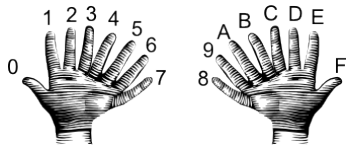
# Hexadecimal



(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F
90 91 92 93 94 95 96 97 98 99 9A 9B 9C 9D 9E 9F
A0 A1 A2 A3 A4 A5 A6 A7 A8 A9 AA AB AC AD AE AF
B0 B1 B2 B3 B4 B5 B6 B7 B8 B9 BA BB BC BD BE BF
C0 C1 C2 C3 C4 C5 C6 C7 C8 C9 CA CB CC CD CE CF
D0 D1 D2 D3 D4 D5 D6 D7 D8 D9 DA DB DC DD DE DF
E0 E1 E2 E3 E4 E5 E6 E7 E8 E9 EA EB EC ED EE EF
F0 F1 F2 F3 F4 F5 F6 F7 F8 F9 FA FB FC FD FE FF
```

# Hexadecimal

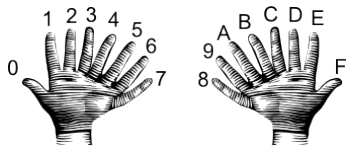


(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F
90 91 92 93 94 95 96 97 98 99 9A 9B 9C 9D 9E 9F
A0 A1 A2 A3 A4 A5 A6 A7 A8 A9 AA AB AC AD AE AF
B0 B1 B2 B3 B4 B5 B6 B7 B8 B9 BA BB BC BD BE BF
C0 C1 C2 C3 C4 C5 C6 C7 C8 C9 CA CB CC CD CE CF
D0 D1 D2 D3 D4 D5 D6 D7 D8 D9 DA DB DC DD DE DF
E0 E1 E2 E3 E4 E5 E6 E7 E8 E9 EA EB EC ED EE EF
F0 F1 F2 F3 F4 F5 F6 F7 F8 F9 FA FB FC FD FE FF
```

$$16^1 + 16^0$$

# Hexadecimal



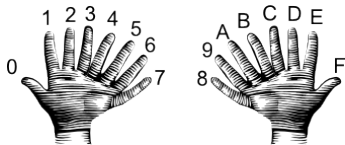
(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
50	51	52	53	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F
60	61	62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F
80	81	82	83	84	85	86	87	88	89	8A	8B	8C	8D	8E	8F
90	91	92	93	94	95	96	97	98	99	9A	9B	9C	9D	9E	9F
A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF
B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF
C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF
D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF
E0	E1	E2	E3	E4	E5	E6	E7	E8	E9	EA	EB	EC	ED	EE	EF
F0	F1	F2	F3	F4	F5	F6	F7	F8	F9	FA	FB	FC	FD	FE	FF

$$16^1 + 16^0$$

Max Number = 255

# Hexadecimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
50	51	52	53	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F
60	61	62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F
80	81	82	83	84	85	86	87	88	89	8A	8B	8C	8D	8E	8F
90	91	92	93	94	95	96	97	98	99	9A	9B	9C	9D	9E	9F
A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF
B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF
C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF
D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF
E0	E1	E2	E3	E4	E5	E6	E7	E8	E9	EA	EB	EC	ED	EE	EF
F0	F1	F2	F3	F4	F5	F6	F7	F8	F9	FA	FB	FC	FD	FE	FF

$$16^1 + 16^0$$

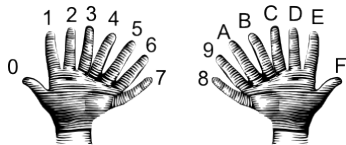
Max Number = 255

$$F0 = (F * 16^1) + (0 * 16^0)$$

$$F0 = (240) + (0) = 240$$



# Hexadecimal



(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
50	51	52	53	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F
60	61	62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F
80	81	82	83	84	85	86	87	88	89	8A	8B	8C	8D	8E	8F
90	91	92	93	94	95	96	97	98	99	9A	9B	9C	9D	9E	9F
A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF
B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF
C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF
D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF
E0	E1	E2	E3	E4	E5	E6	E7	E8	E9	EA	EB	EC	ED	EE	EF
F0	F1	F2	F3	F4	F5	F6	F7	F8	F9	FA	FB	FC	FD	FE	FF

$$16^1 + 16^0$$

Max Number = 255






$$F0 = (F * 16^1) + (0 * 16^0)$$

$$F0 = (240) + (0) = 240$$

$$FF = (F * 16^1) + (F * 16^0)$$






$$FF = (240) + (15) = 255$$

# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	

- Can specify by numbers (RGB):
  - ▶ Fractions of each:  
e.g. (1.0, 0, 0) is 100% red, no green, and no blue.
  - ▶ 8-bit colors: numbers from 0 to 255:  
e.g. (0, 255, 0) is no red, 100% green, and no blue.
  - ▶ Hexcodes (base-16 numbers):

# Colors

Color Name	HEX	Color
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	

- Can specify by numbers (RGB):
  - ▶ Fractions of each:  
e.g. (1.0, 0, 0) is 100% red, no green, and no blue.
  - ▶ 8-bit colors: numbers from 0 to 255:  
e.g. (0, 255, 0) is no red, 100% green, and no blue.
  - ▶ Hexcodes (base-16 numbers):  
e.g. #0000FF is no red, no green, and 100% blue.

# Challenge Problem...

*Some review and some novel challenges:*

```
1 import turtle
2 teddy = turtle.Turtle()
3
4 names = ["violet", "purple", "indigo", "lavender"]
5 for c in names:
6     teddy.color(c)
7     teddy.left(60)
8     teddy.forward(40)
9     teddy.dot(10)
10
11 teddy.penup()
12 teddy.forward(100)
13 teddy.pendown()
14
15 hexNames = ["#FF00FF", "#990099", "#550055", "#111111"]
16 for c in hexNames:
17     teddy.color(c)
18     teddy.left(60)
19     teddy.forward(40)
20     teddy.dot(10)
```

# Trinkets

```
1 import turtle
2 teddy = turtle.Turtle()
3
4 names = ["violet", "purple", "indigo", "lavender"]
5 for c in names:
6     teddy.color(c)
7     teddy.left(60)
8     teddy.forward(40)
9     teddy.dot(10)
10
11 teddy.penup()
12 teddy.forward(100)
13 teddy.pendown()
14
15 hexNames = ["#FF00FF", "#990099", "#550055", "#111111"]
16 for c in hexNames:
17     teddy.color(c)
18     teddy.left(60)
19     teddy.forward(40)
20     teddy.dot(10)
```

(Demo with trinkets)

# Recap



- In Python, we introduced:

# Recap



- In Python, we introduced:
  - ▶ Indexing and Slicing Lists

# Recap



- In Python, we introduced:
  - ▶ Indexing and Slicing Lists
  - ▶ Colors



# Recap



- In Python, we introduced:
  - ▶ Indexing and Slicing Lists
  - ▶ Colors
  - ▶ Hexadecimal Notation

# Recap



- In Python, we introduced:
  - ▶ Indexing and Slicing Lists
  - ▶ Colors
  - ▶ Hexadecimal Notation
- [Log in to Gradescope for Quiz 2/3.](#)