

Chapter 7 Worksheet E

Objectives: review check-within, max/min/real->int, learn to use a computer algebra system to solve for an equation. Get exposed to radial gradients.

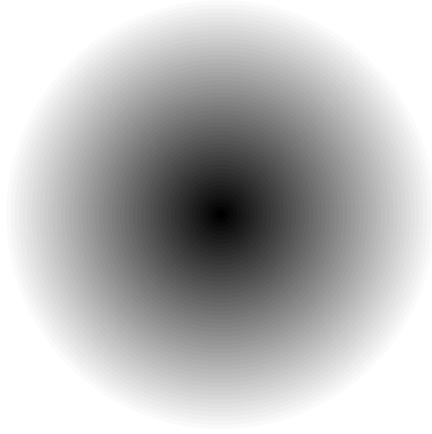
1. Use a computer to find a formula for the linear function $\text{red}(x)$: when $x=0$, $\text{red}=175$; when $x=225$, $\text{red}=75$. Define a function red using the formula, and make two checks.
2. Make a "v2" of your function above that always gives answers between 80 and 160. Modify your tests to demonstrate this property.
3. **Beware.** Use a computer to find a formula for the linear function $\text{green}(y)$: when $y=0$, $\text{green}=10$; when $y=200$, $\text{green}=250$.
4. The number $355/113$ is supposed to be close to π .
 - a. Write a *good-area* function that takes in a number(radius) and produces the area of a circle with that radius, using $355/113$ instead of π .
 - b. Write checks showing that (*good-area* 10) and (*good-area* 100) are within 0.2 of the true answer.
 - c. Write a *bad-area* function using $355/223$ instead of π .
 - d. Show that (*bad-area* 10) and (*bad-area* 100) fail the same tests that *good-area* passes. You can comment them out after you verify that they fail. (Warning: a lot of people make mistakes that cause *bad-area* to **pass!** Don't miss this chance to learn.)
5. Create a 600×150 rectangle that starts full red on the left and has no red on the right.



6. Add to your answer so that the amount of green goes from 75 on the left to 125 on the right. Make new functions, so you still have the old ones.



7. Create a 510x510 image that starts black in the middle and then fades to white at the edges. [Not to size.]



8. EXTRA CHALLENGE. You may know `build-image`. The function [build-image/extra](#) is a variation that lets you pass the model to your color function. Make an animation so that the color at pixel (x,y) is $(x-d, d, y-d)$, where d is the distance of the mouse from the origin.



9. PREVIOUS YEAR PROJECT. DO NOT ATTEMPT WITHOUT A PLAN. Write an animation that brightens everything within 10 pixels of your mouse using the `build-image/extra` function.