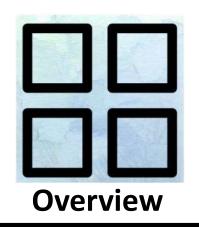
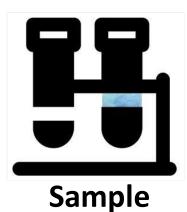


AGENDA



Let's eat! Grandpa Let's eat Grandpa **Syntax**







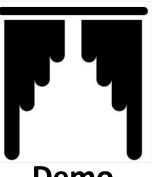




Management



Lesson Learned



Demo

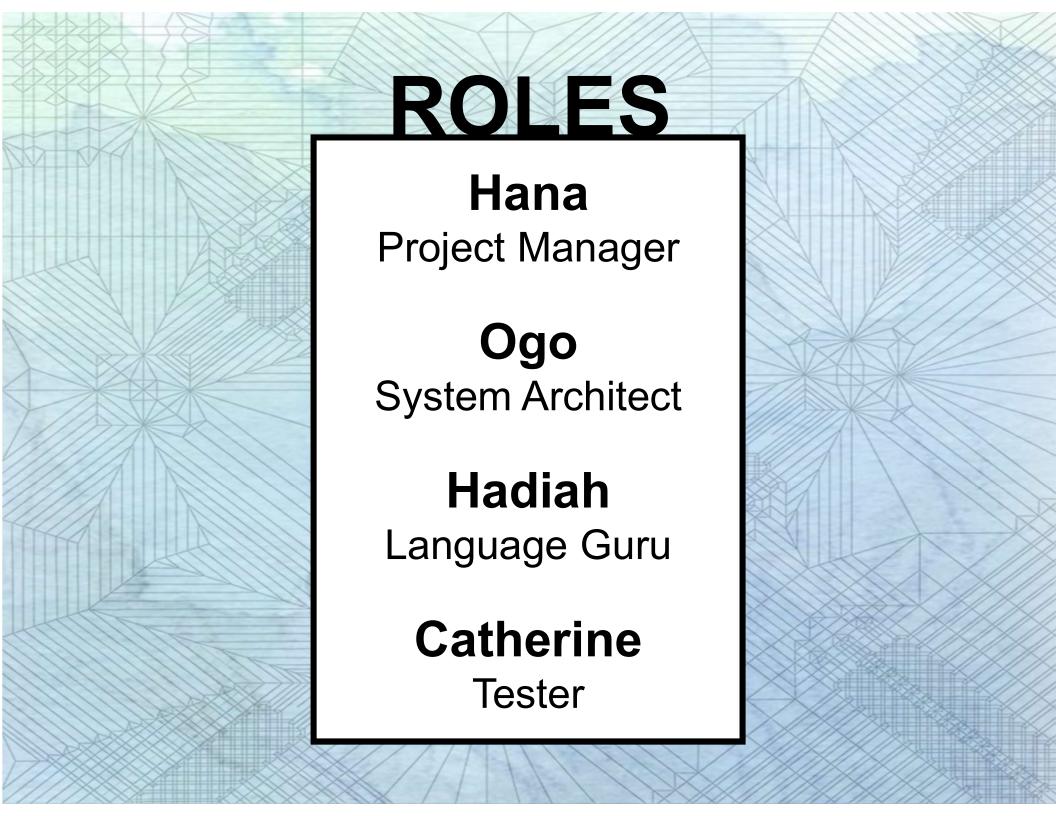
PIENUM

Flexible across platforms

Python/Java like syntax

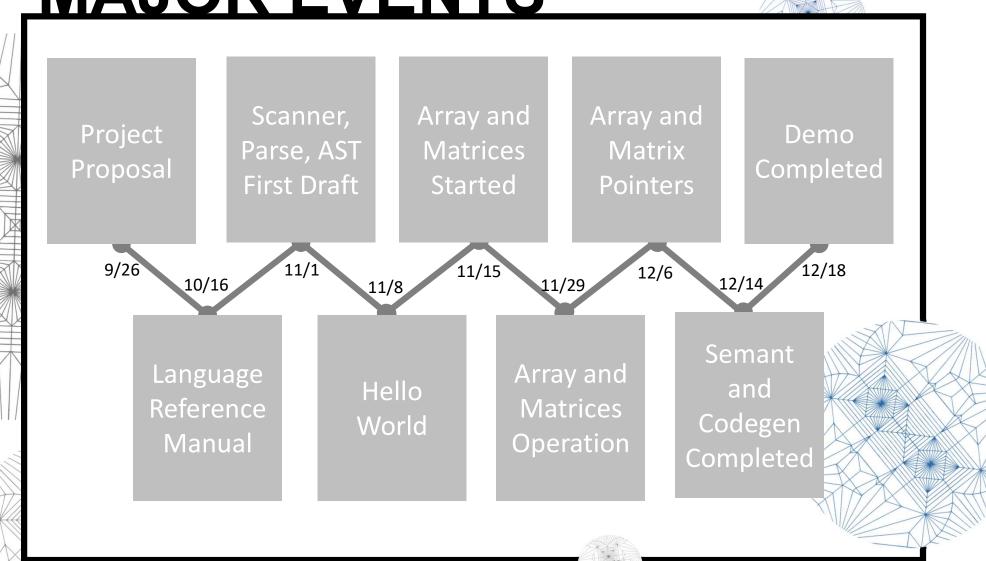
C Standard Library

PPM images -> manipulate image









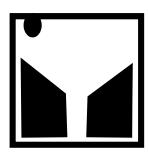
SYNTAX





| Primitives

int, float, Boolean, String, Mat, Arr, Img



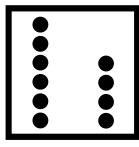
Control Flow

if, else, while, for, return

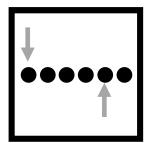


SYNTAX





Conditional==, !=, <, <=, >, >=

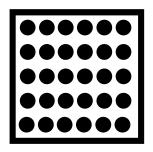


Array

```
Arr int[3] arr;
arr = [1.2.3];
        arr = [1,2,3];
```

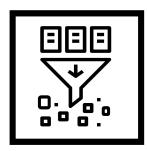


SYNTAX



Matrix

```
Mat int[2][2] mat;
mat = [[1,2],[3,4]];
```



Function

```
int function(a){
    return a;
}
```



```
int get_image_cols(String filename) {
  Img img; # img is an int* #
  int ncols;
  img = read_file(filename);
  ++img;
  ncols = &img;
  return ncols;
int main(){
  int val;
  val = get_image_cols("ogo.ppm");
  printi(val);
  return 0;
```

- Open ppm
- Get length of ppm

```
int get_image_cols(String filename) {
  Img img; # img is an int* #
  int ncols;
  img = read_file(filename);
  ++img;
  ncols = &img;
  return ncols;
int main(){
  int val;
  val = get_image_cols("ogo.ppm");
  printi(val);
  return 0;
```

Comment

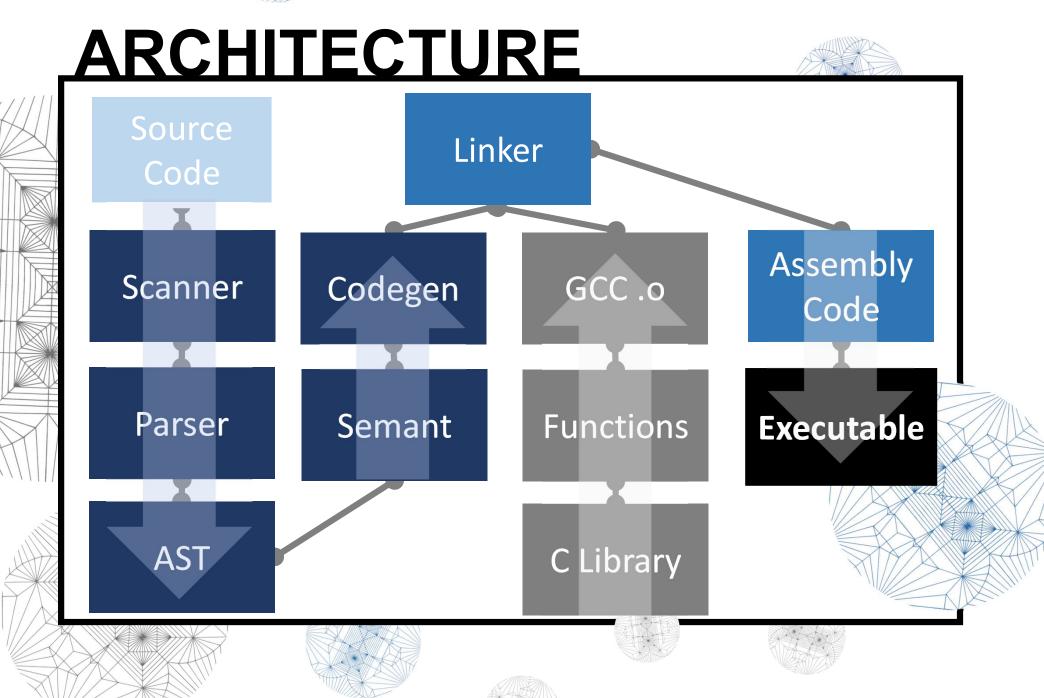
```
int get_image_cols(String filename)
  Img img; # img is an int* #
  int ncols;
  img = read_file(filename);
  ++img;
  ncols = &img;
  return ncols;
int main(){
  int val;
  val = get_image_cols("ogo.ppm");
  printi(val);
  return 0;
```

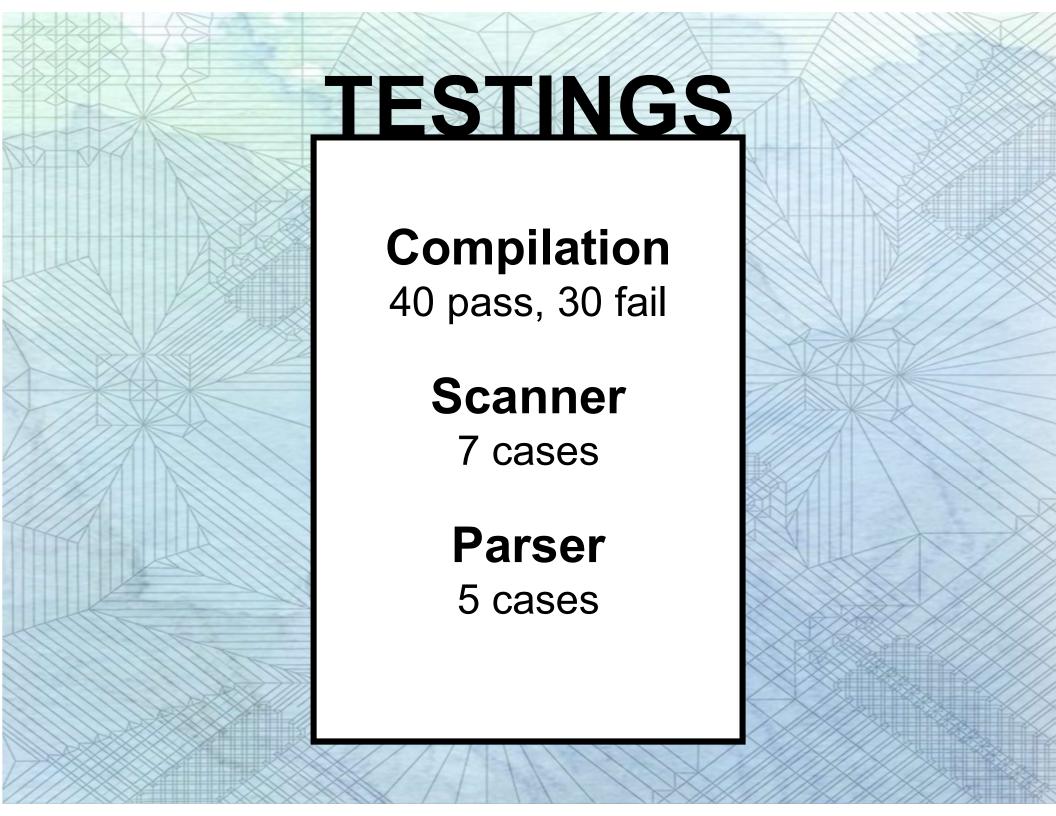
Function

```
int get_image_cols(String filename) {
  Img img; # img is an int* #
  int ncols;
  img = read_file(filename);
  ++img;
  ncols = &img;
  return ncols;
int main(){
  int val;
  val = get_image_cols("ogo.ppm");
  printi(val);
  return 0;
```

Primitives



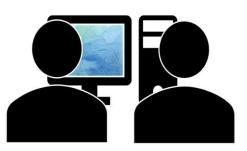




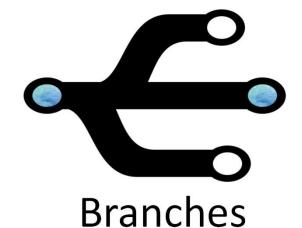


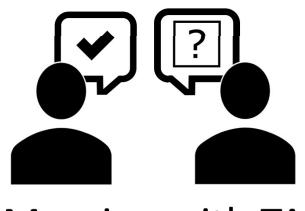


Meetings!!!



Pair Programming





Meeting with TA

GITHUB PROGRESS







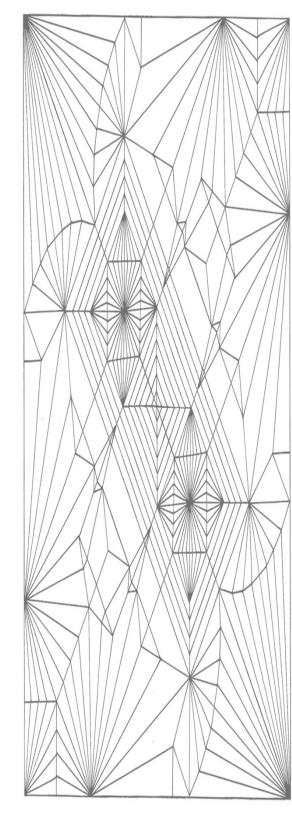


LESSONS LEARNED HANA

"Communication is key to success in a group project"

"Create goals as a team and work until the goal's are achieved"

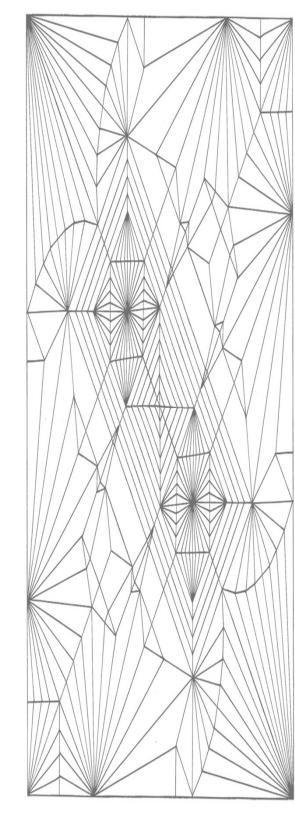
"Learning the theory in the beginning of the semester"



LESSONS LEARNED OGO

"You can't just 'hack' your way through"

"Learning curve for functional programming is steep! **Start** early!"



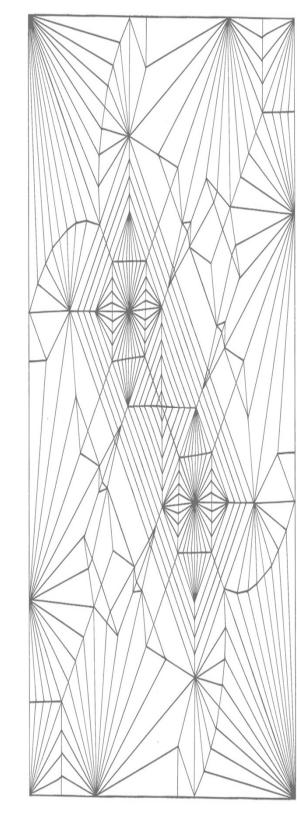
LESSONS LEARNED HADIAH

"Working on the semant file in a separate branch"

"Maintain weekly meeting times from early on in the semester"

"Sort through merge conflicts as soon as possible"

"Speak with TAs"

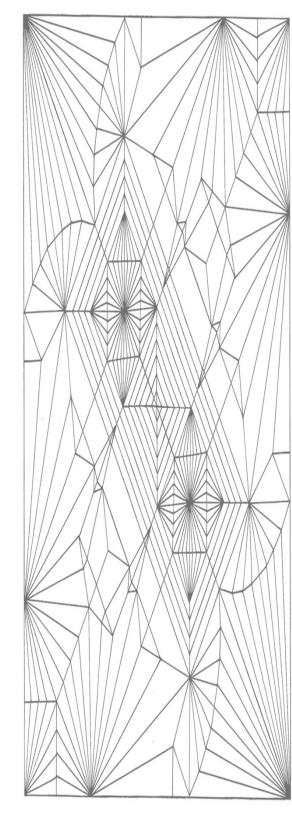


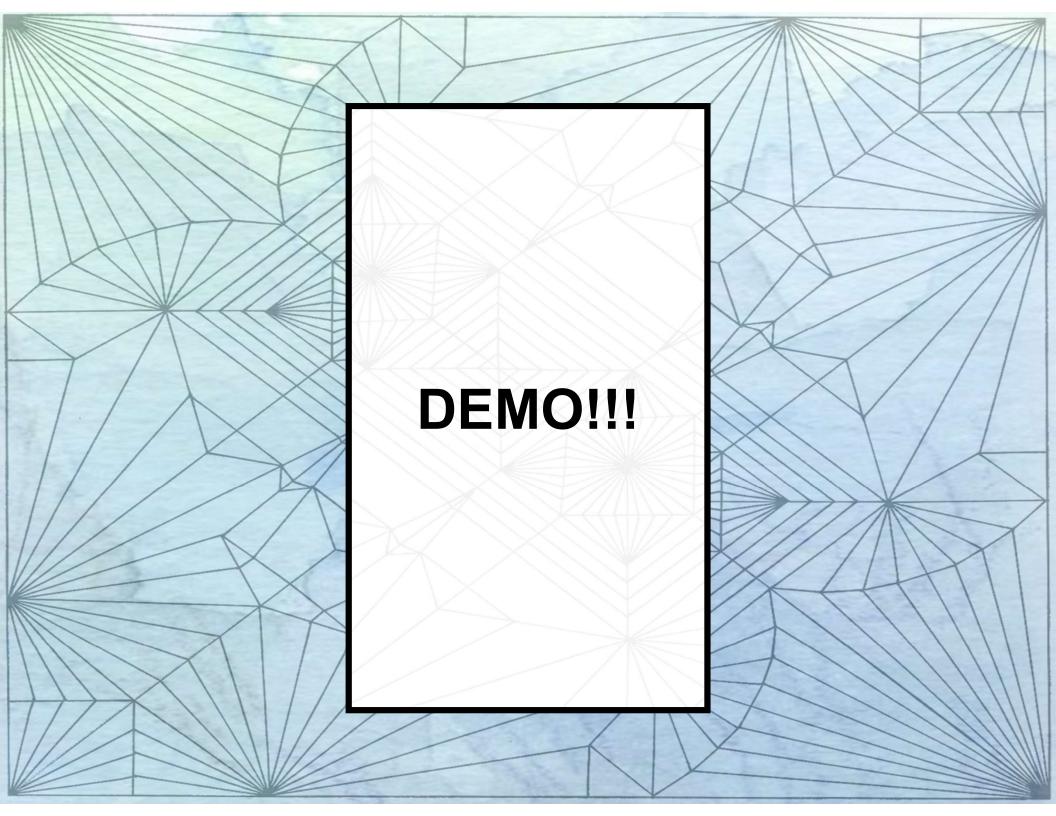
LESSONS LEARNED CATHERINE

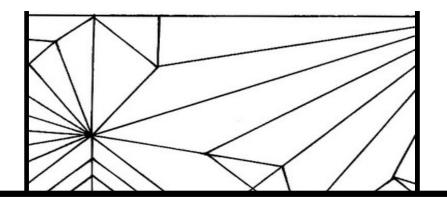
"Start testing early"

"Be flexible with helping your teammates"

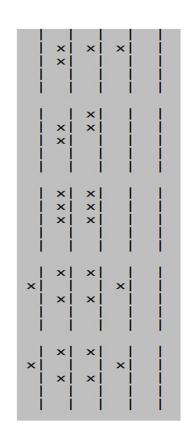
"Find group member with similar work ethic"



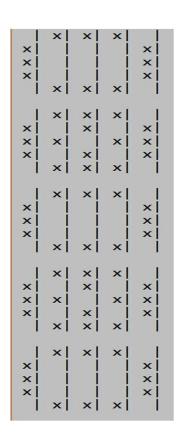




CONWAY'S GAME OF LIFE



Stable



Repeating

0 player game where cells are either dead or alive

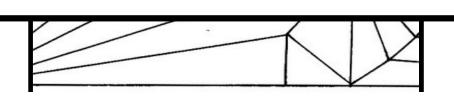


IMAGE TRANSFORMATION

$$M_T(t) = M_A(1-t) + M_B t$$











$$T = 0$$

T = 0.25

T=0.5

T=0.75









