

CS 145 Images and Imagination

Exam 2 Solutions

1. (14 pts total) For the following function

```
float calcGray(int r, int g, int b) {
    float gray = 0.3*r + 0.59*g + 0.11*b;
    return gray/255.;
}
```

- a. (2 pts) What is the return type? _____float_____
- b. (2 pts) How many parameters are there? _____3_____
- c. (2 pts) What is the type of each parameter? _____int_____
- d. (2 pts) What are the names of each of the parameters? _____r, g, and b_____
- e. (6 pts) What needs to go into the two println statements:

```
void setup() {
    int myRed = random(255);
    int myBlue = random(255);
    int myGreen = random(255);

    println( "For red = " + myRed + ", green = " + myGreen + ", and blue = " + myBlue);
    println("The gray scale value is " + calcGray(myRed, myGreen, myBlue));
}
```

to print the output below (note, the choice of numbers written below may be different since we don't know ahead of time what random numbers will be chosen).

```
For red = 241, green = 100, and blue = 16
The gray scale value is .5218
```

You should make use of the calcGray() function.

2. (3 pts each, 18 pts total) Complex Number Representation:

- a. Place the following in standard form $a + bi$.

i. $3i^3 + 7i^4$ _____ $7 - 3i$ _____

ii. $-6i^2 + i\sqrt{-16}$ _____ 2 _____

- b. What is the standard form for the complex numbers whose values in polar coordinates are

i. $(r, \theta) = (\sqrt{2}, 45^\circ)$ _____ $1 + i$ _____

ii. $(r, \theta) = (3, 270^\circ)$ _____ $-3i$ _____

- c. What is the polar coordinate representation (r, θ) for the following complex numbers

i. -3 $(r, \theta) =$ _____ $(3, 180^\circ)$ _____

ii. $-2i$ $(r, \theta) =$ _____ $(2, 270^\circ)$ _____

3. (4 pts each, 24 pts total) Complex numbers: Given $z_1 = -8 + 2i$ and $z_2 = (1 - 3i)$. Calculate the following, placing the result in standard form

a. $z_1 + z_2 = \underline{\hspace{2cm}} - 7 - i$

b. $z_1 - 2z_2 = \underline{\hspace{2cm}} - 10 + 8i$

c. $z_1 z_2 = \underline{\hspace{2cm}} - 2 + 26i$

d. $\bar{z}_1 + z_1 = \underline{\hspace{2cm}} - 16$

e. $\bar{z}_1 z_1 = \underline{\hspace{2cm}} 68$

f. Length of $z_1 = |z_1| = \underline{\hspace{1cm}} \sqrt{68}$

4. (8 pts total) Class syntax:

a. (3 pts) How would you create a new Complex object with real component equal to 4.2 and imaginary component equal to 5.8 ?

```
Complex c = new Complex(4.2, 5.8) ;
```

b. (5 pts) In Processing, suppose you have created complex numbers c1, c2, and c3. How do you compute (i.e. what is the syntax of) for computing

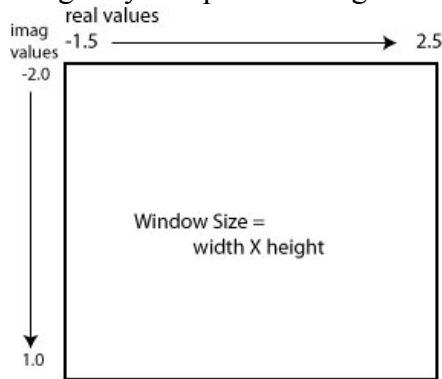
$$c3 = c1/c2 + c1*c2$$

```
c3 = Complex.cAdd( Complex.cDiv(c1,c2) , Complex.cMult(c1,c2) ) ;
```

5. (10 pts) Functions and Classes: Write a Processing function called `zSquared` that takes a Complex number *as a parameter* and *returns a float* which is equal to the square of the Complex number's real part plus the square of its imaginary part. That is, if $z = a + b i$, then the function will return $a^2 + b^2$ (of course, you need to put this all in Processing syntax).

```
float zSquared(Complex c) {
    float sq = c.real*c.real + c.imag*c.imag;
    return sq;
}
```

6. (4 pts each, 8 pts total) Rescaling: Given a region of the complex plane where the real and imaginary components range as shown in the figure below:



- a. How does one use the `map` function to determine the pixel location of the complex number

$$z = -0.25 + 0.43 i.$$

```
int pixeli = map(-.25 , -1.5, 2.5, 0, width);
```

```
int pixelj = map(.43, -2.0, 1.0, 0, height);
```

- b. How does one use the `map` function to determine the complex number corresponding to the pixel (i,j)

```
int real = map( i, 0, width , -1.5, 2.5);
```

```
int imag = map( j, 0, height, -2.0, 1.0);
```

7. (8 pts) The following `for`-loop computes the sum of the numbers from 10 to 100. Write a `while`-loop that does the same thing.

```
int sum = 0;
for (int i =10; i <= 100; i++) {
    sum = sum + i;
}
```

```
int sum = 0;
int i = 10;
while (i <=100) {
    sum = sum + i;
    i++;
}
```

8. (10 pts) Recursion: Write a recursive function called `multNums` that will multiply the numbers from 1 to `n`, for some value of `n`. It could be called from the `setup()` function as follows:

```
void setup() {
    int n = random(20);
    int product = multNums(n);
    println("The product is " + product);
}

int multNums(int n) {
    if ( n <= 1) {
        return 1;
    } else {
        return multNums(n-1)*n ;
    }
}
```