

Name: _____

CS 145 Images and Imagination

Exam 2

Score:

1. (max 14) _____
2. (max 18) _____
3. (max 24) _____
4. (max 8) _____
5. (max 10) _____
6. (max 8) _____
7. (max 8) _____
8. (max 10) _____

Total: (max 100) _____

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.;
}
```

- (2 pts) What is the return type? _____
- (2 pts) How many parameters are there? _____
- (2 pts) What is the type of each parameter? _____
- (2 pts) What are the names of each of the parameters? _____
- (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(
    ); // fill in

    println(
    ); // fill in
}
```

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 $a + b i$.

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

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

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

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

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

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

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

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

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. $z_1 + z_2 =$ _____

b. $z_1 - 2z_2 =$ _____

c. $z_1 z_2 =$ _____

d. $\bar{z}_1 + z_1 =$ _____

e. $\bar{z}_1 z_1 =$ _____

f. Length of $z_1 = |z_1| =$ _____

4. (8 pts total) Class syntax:

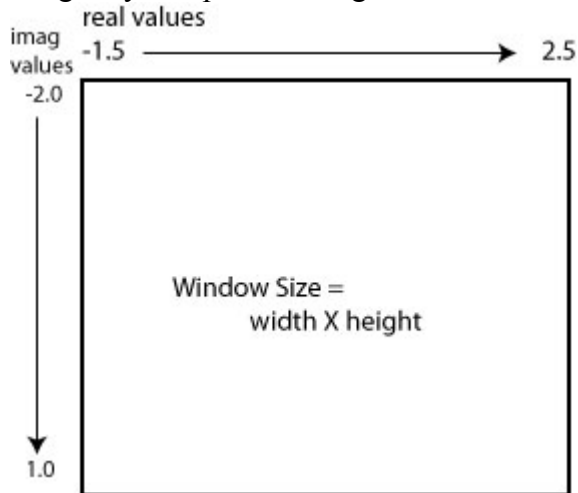
a. (3 pts) How would you create a new Complex object with real component equal to 4.2 and imaginary component equal to 5.8 ?

b. (5 pts) In Processing, suppose you have created complex numbers c_1 , c_2 , and c_3 . How do you compute (i.e. what is the syntax of) for computing

$$c_3 = c_1/c_2 + c_1*c_2$$

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).

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() ;
int pixelj = map() ;
```
- b. How does one use the `map` function to determine the complex number corresponding to the pixel  $(i,j)$
- ```
int real = map(           ) ;
int imag = map(           ) ;
```

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;
}
```

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);
}
```