

COP 2930 - Introduction to Computing

pyGame Drawing - Suggested Exercises

Objectives:

1. Practice using pyGame drawing functions.

1) Pick a letter that doesn't have any curved shapes and draw it in pyGame. You may choose the color and size of the letter.

2) Alarm clocks can display any digit from 0 to 9 by either turning on or off 7 line segments. Here are all 7 line segments - if they are all on, an 8 is drawn:

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|     |  
|     |  
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|     |  
|     |  
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```

Using fixed sized line segments, draw all of the digits from 0 to 9 from left to right on the pyGame display. By using some math and some offsets, as well as lists that tell you which segments are on and which are off, you can greatly reduce the amount of code you write.

- 3) Draw any design you would like to draw! Incorporate multiple shapes that pyGame has.