

Class 31: Randomized (Unpredictable) Drawings

Held: Monday, 29 October 2007

Summary: We consider Scheme's `random` procedure, how one might use that procedure in writing simple simulations, and how the procedure can be used to generate “unpredictable” images.

Related Pages:

- EBoard.
- Lab: Randomized Drawing.
- Reading: Randomized Drawing.

Notes:

- I hope you had a great break.
- My mother is giving a talk during class time today, and I thought that I should attend. Dr. Davis will teach.
- Reading for tomorrow: Geometric Art.
- Assignment 12 is ready, and is due Friday. It requires a bit more preliminary work than some previous assignments, so I'd recommend that you start soon.
- A few of you requested that we go over husk-and-kernel programming. We'll review the topic on Friday, as part of our discussion of local kernels.

Overview:

- Why use randomness.
- The `random` procedure.
- Random art.

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