

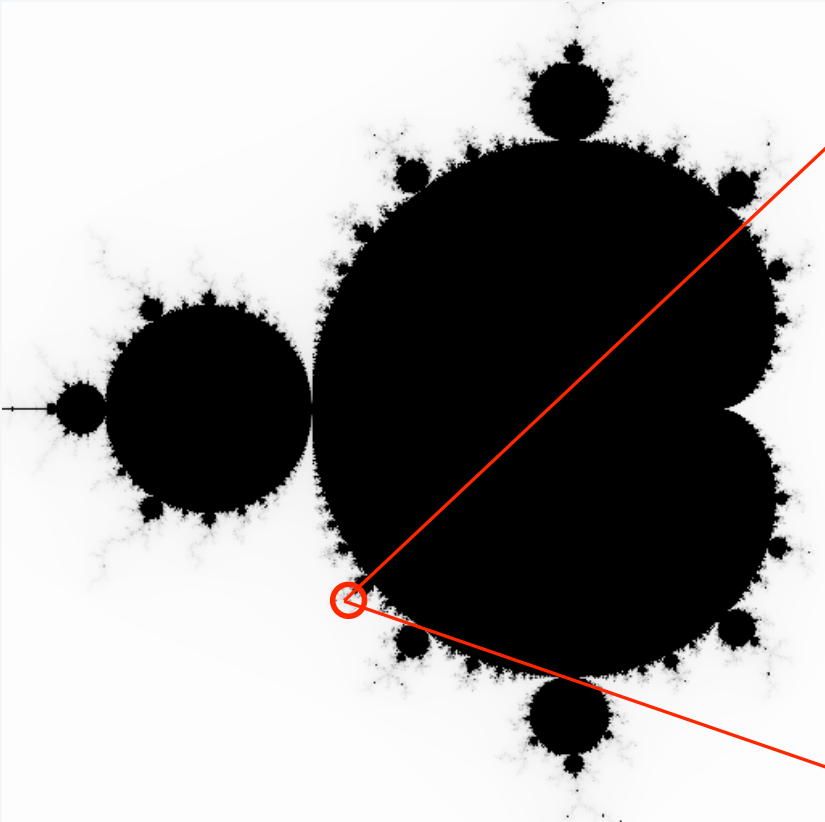


## COS 126 Movies

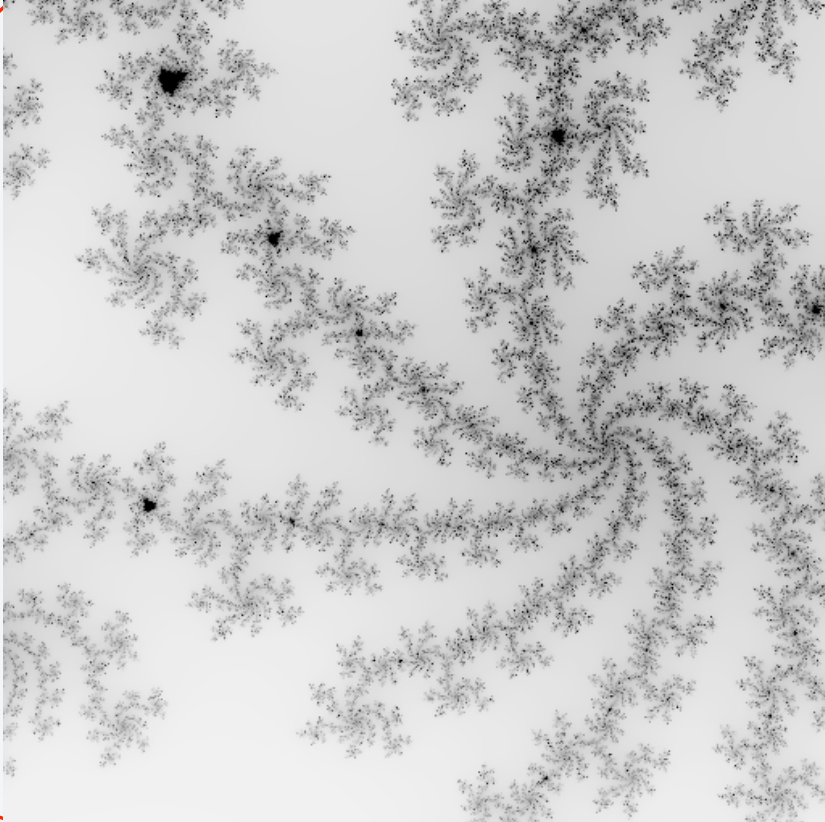
- Mandelbrot
- Insertion sort
- Game of Life
- Animusic
- Momentum

# Mandelbrot Set

```
% java GrayscaleMandelbrot -.5 0 2
```



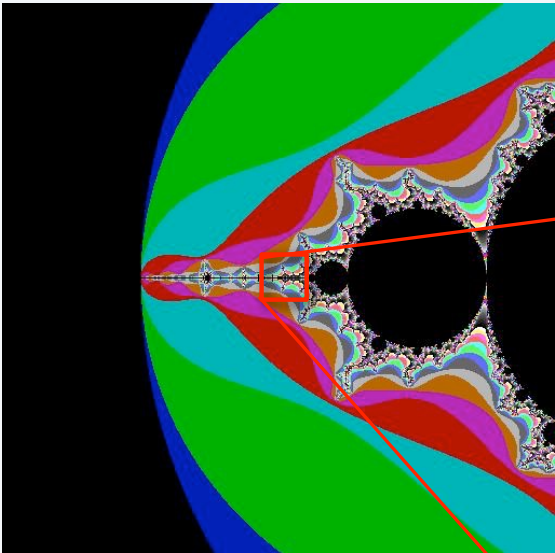
```
% java GrayscaleMandelbrot .1045 -.637 .01
```



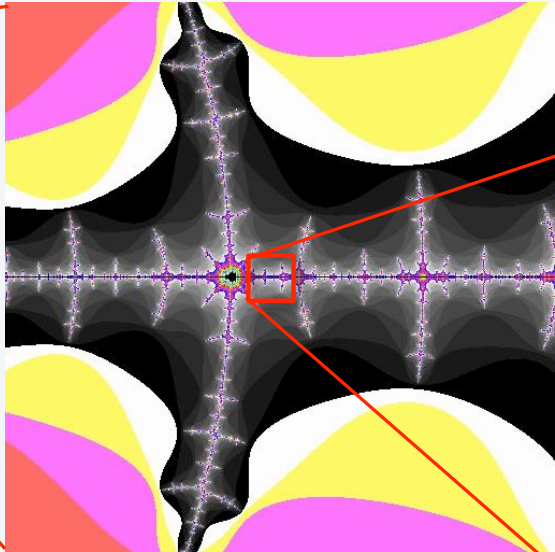
# Mandelbrot Set

```
% java ColorMandelbrot -1.5 0 2 < mandel.txt
```

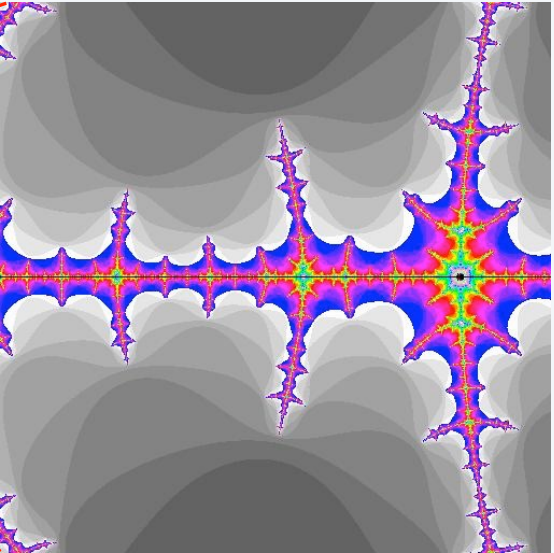
color map



```
-1.5 0 2
```



```
-1.5 0 .002
```



# Deepest Mandelbrot Set Zoom Animation Ever

<https://www.youtube.com/watch?v=0jGai087u3A>

5:11



## Pop quiz 0 on sorting

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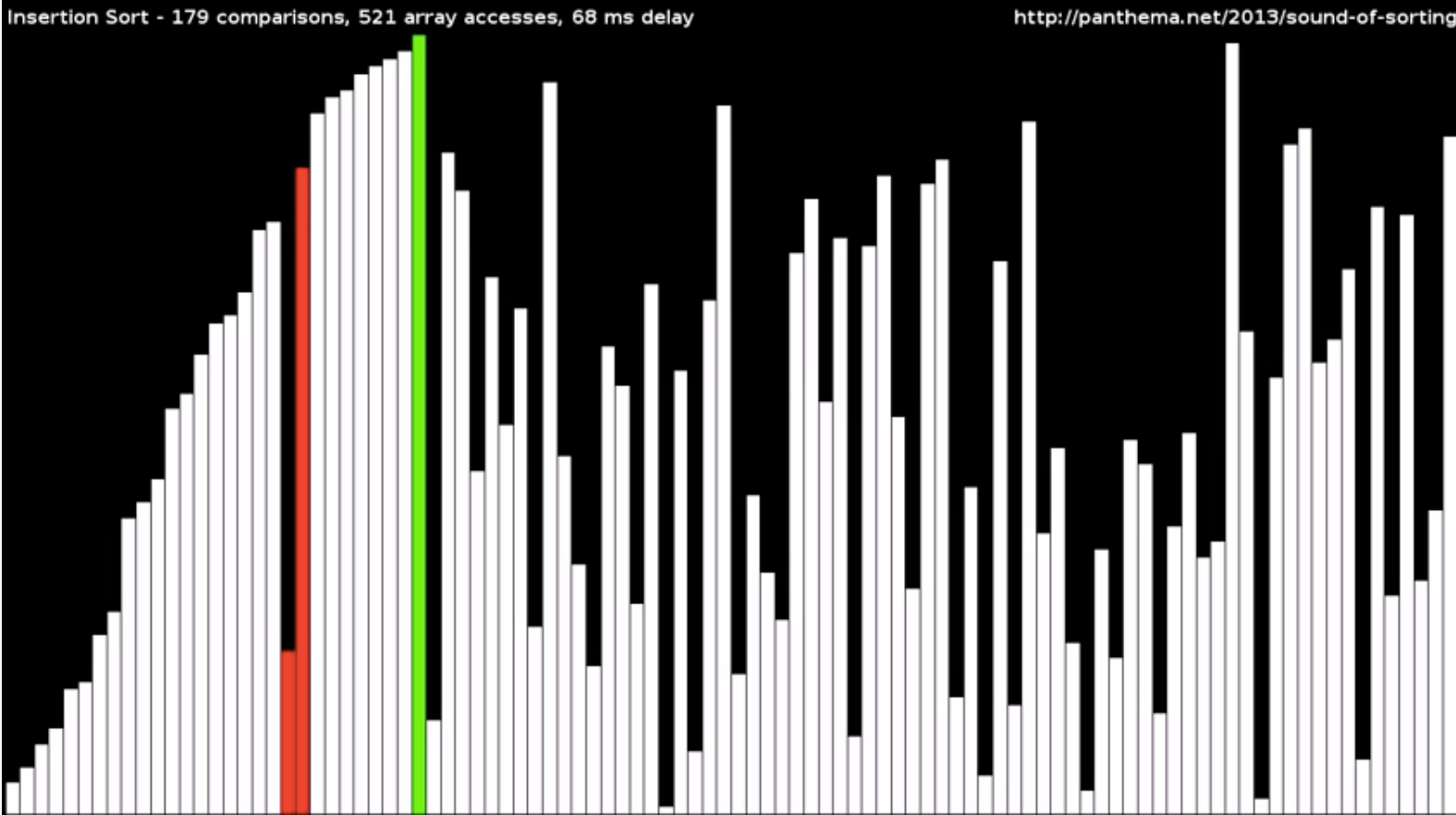
Q. What's the most efficient way to sort 1 million 32-bit integers?



# Insertion Sort

<https://www.youtube.com/watch?v=8oJS1BMKE64>

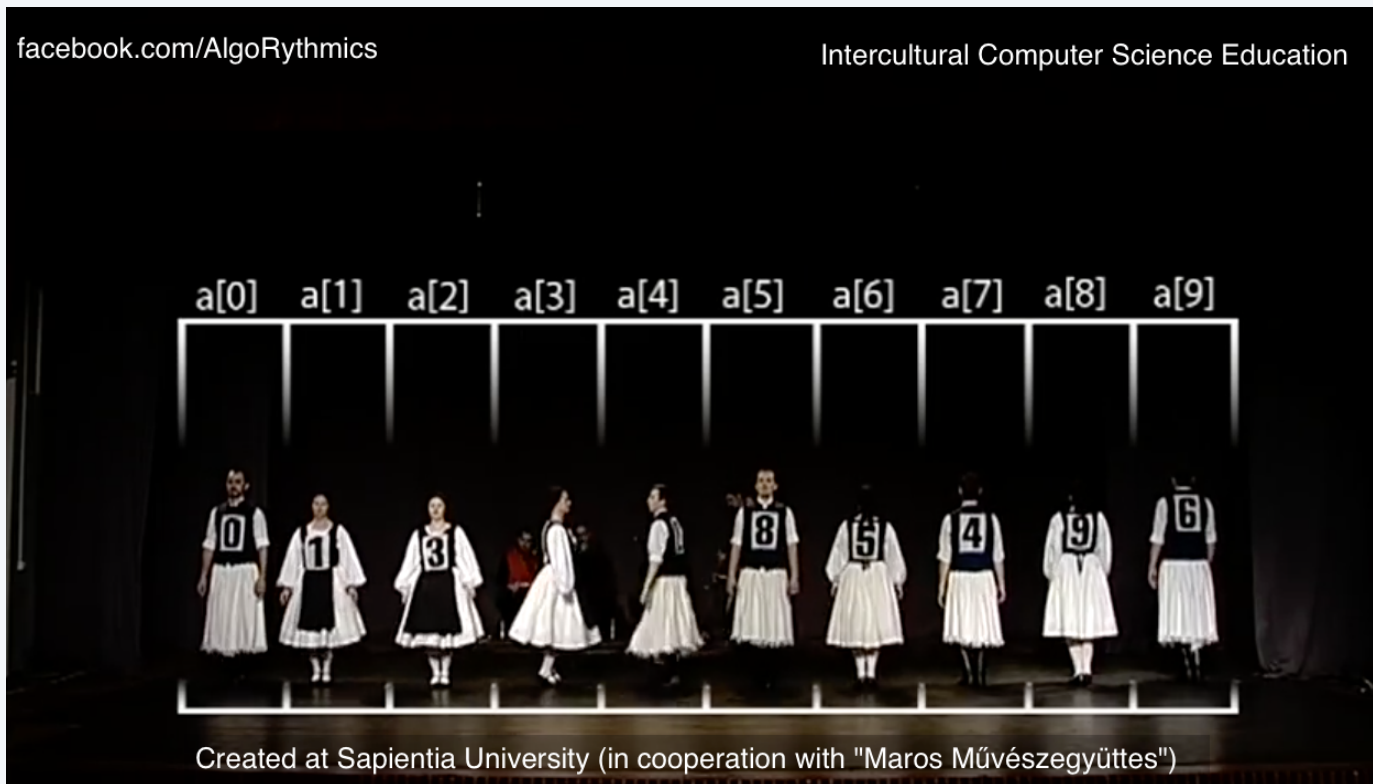
4:03



# Insertion Sort with Folk Dancers

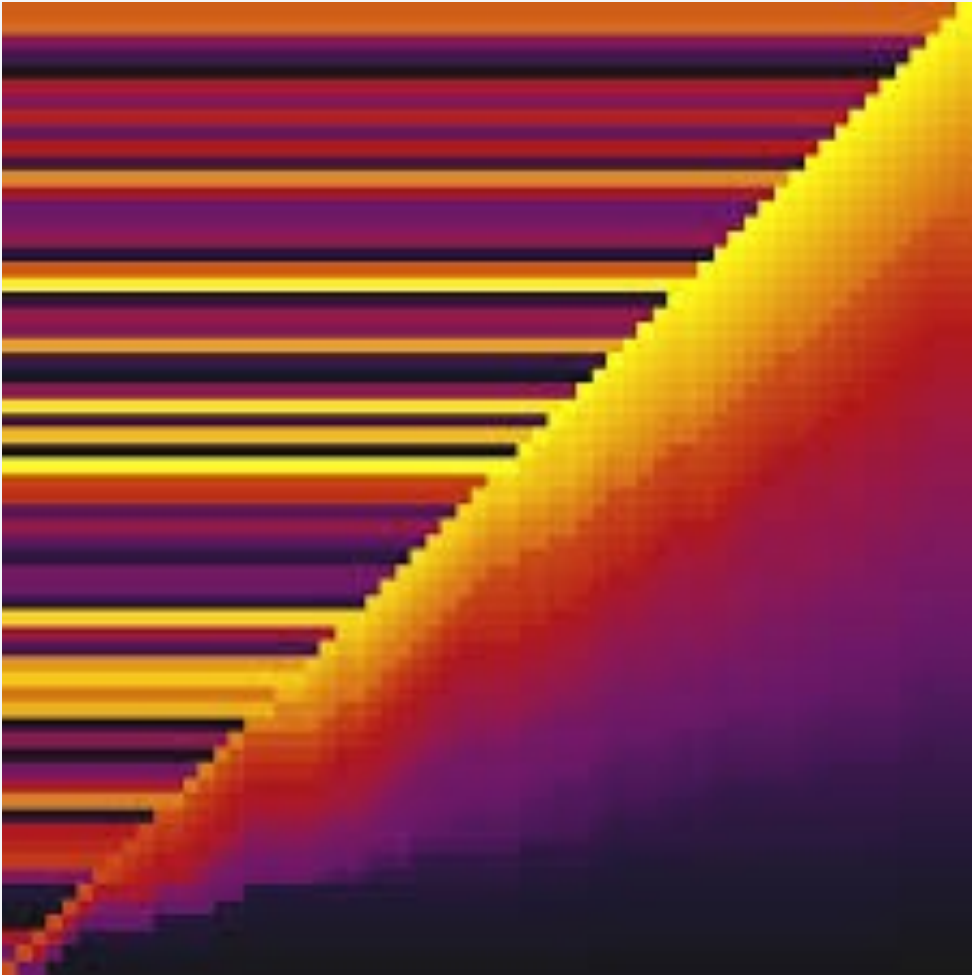
<https://www.youtube.com/watch?v=R0a1U37913U>

4:03



# Insertion Sort

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# Conway's game of life

## A cellular automaton

- Cells live and die in an infinite square grid.
- Time proceeds in discrete steps.

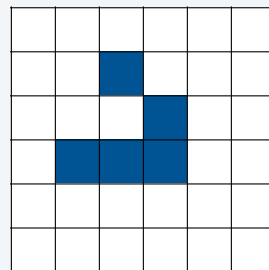
**Survival.** Each cell lives or dies depending on its 8 neighbors:

- Too few neighbors alive? (0 or 1) Die of loneliness.
- Number of living neighbors just right (2 or 3) Survive to next generation.
- Too many neighbors alive? (more than 3) Die of overcrowding.

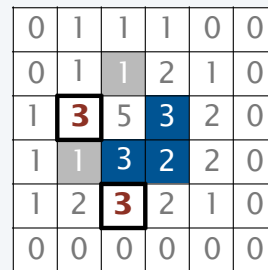
**Birth.** Cell born when it has exactly 3 living neighbors.



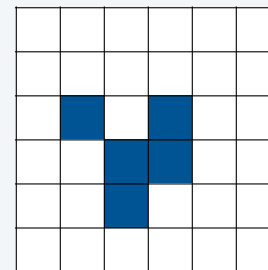
John Horton Conway



time t



living neighbors

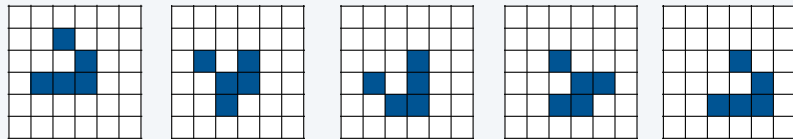


time t+1

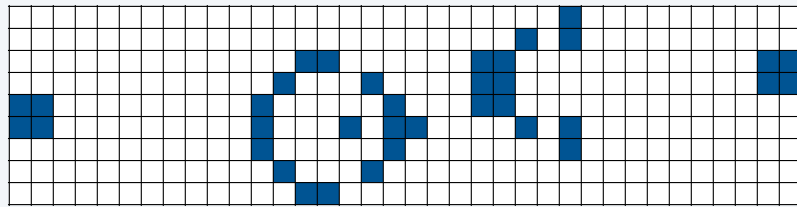
# Conway's Game of Life

**Lesson.** Simple rules can lead to complicated behavior

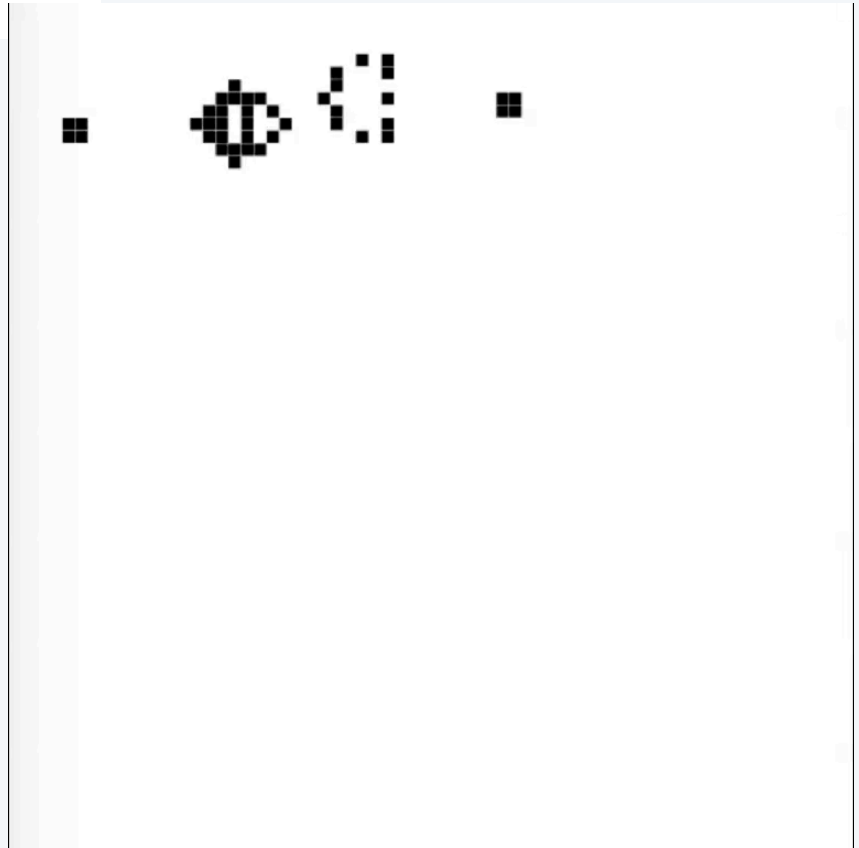
Example 1. Glider



Example 2. Glider gun (generates gliders)



Example 3. Glider gun breeder (generates glider guns)



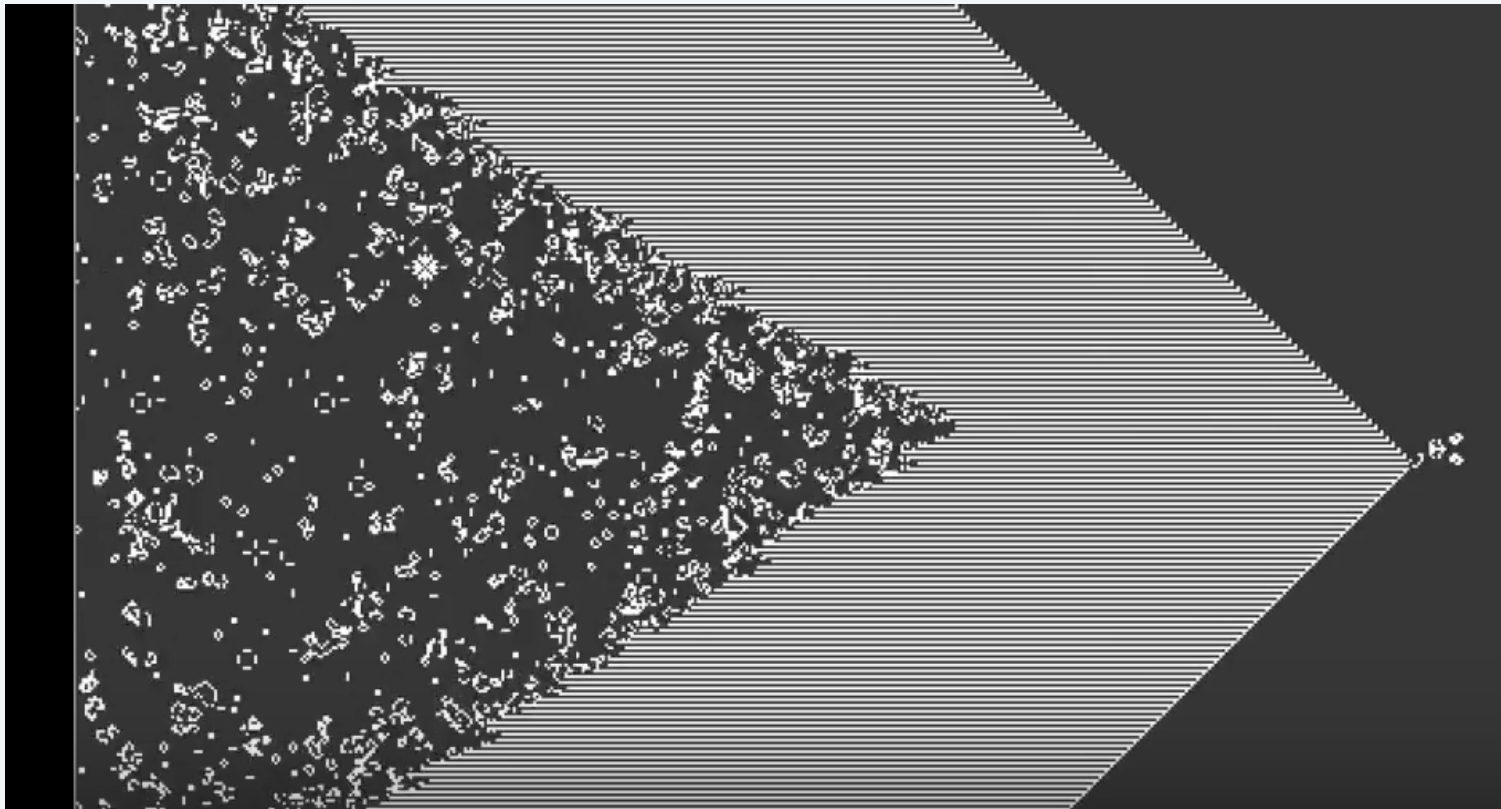
**Note.** YOU can write a program for the game of life (might have been an assignment).

# Epic Game of Life

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<https://www.youtube.com/watch?v=C2vgICfQawE>

6:32



# Guitar Hero

The screenshot shows a web browser window displaying the COS126 course website. The browser's address bar shows 'cs.princeton.edu'. The website's navigation bar includes 'Syllabus', 'Meetings', 'Lectures', 'Precepts', 'Assignments', 'Exams', and 'Help!'. The 'Assignments' page lists three assignments:

- Assignment 4:** Monday, Oct. 19th. Title: **GLOBAL SEQUENCE ALIGNMENT**. Description: Write a program to compute the optimal sequence alignment of two DNA strings. This program will introduce you to the field of *computational biology*. Notes: You can work with a partner on this assignment. Submit! icon.
- Assignment 5:** Monday, Nov. 9th. Title: **LINEAR FEEDBACK SHIFT REGISTER**. Description: Write a program that produces pseudo-random bits by simulating a linear feedback shift register, and then use it to implement a simple form of encryption for digital pictures. Notes: This is an individual assignment. Submit! icon.
- Assignment 6:** Monday, Nov. 16th. Title: **GUITAR HERO**. Description: Write a program to simulate plucking a guitar string using the Karplus-Strong algorithm. Turn your computer's keyboard into a musical instrument. Notes: You can work with a partner on this assignment. Submit! icon.

The assignment for 'Guitar Hero' is highlighted with a red border in the original image.

# Guitar Hero on Steroids (Animusic)

<https://www.youtube.com/watch?v=hyCIpKAIIFYo>

3:29



## Momentum (2015 SIGGRAPH)

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