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#Midterm: CSUMB-erize
def csummerize():
    pic = makePicture(pickAFile())

    #set school color values
    bb = makeColor(0, 45, 75)
    vg = makeColor(70, 105, 90)
    gs = makeColor(140, 125, 85)

    #get colors for x and y values
    for x in range(0, getWidth(pic)):
        for y in range(0, getHeight(pic)):
            color = getColor(getPixel(pic, x, y))

            #if a color is close enough to black or school color, make it that
            color, else make it white
            if distance(color, black) < 60:
                setColor(getPixel(pic, x, y), black)
            elif distance(color, bb) < 130:
                setColor(getPixel(pic, x, y), bb)
            elif distance(color, vg) < 110:
                setColor(getPixel(pic, x, y), vg)
            elif distance(color, gs) < 110:
                setColor(getPixel(pic, x, y), gs)
            else:
                setColor(getPixel(pic, x, y), white)

    repaint(pic)

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def worhol():
    pic = pickAFile()
    pic1=makePicture(pic)
    pic2=makePicture(pic)
    pic3=makePicture(pic)
    pic4=makePicture(pic)

    #get colors for x and y values
    for x in range(0, getWidth(pic1)):
        for y in range(0, getHeight(pic1)):
            color = getColor(getPixel(pic1, x, y))

            if distance(color, red) < 200:
                setColor(getPixel(pic1, x, y), red)
            elif distance(color, green) < 215:
                setColor(getPixel(pic1, x, y), green)
            elif distance(color, blue) < 230:
                setColor(getPixel(pic1, x, y), blue)
            else:
                setColor(getPixel(pic1, x, y), white)

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for x in range(0, getWidth(pic2)):
    for y in range(0, getHeight(pic2)):
        color = getColor(getPixel(pic2, x, y))

        if distance(color, red) < 200:
            setColor(getPixel(pic2, x, y), green)
        elif distance(color, green) < 215:
            setColor(getPixel(pic2, x, y), blue)
        elif distance(color, blue) < 230:
            setColor(getPixel(pic2, x, y), yellow)
        else:
            setColor(getPixel(pic2, x, y), white)

for x in range(0, getWidth(pic3)):
    for y in range(0, getHeight(pic3)):
        color = getColor(getPixel(pic3, x, y))

        if distance(color, red) < 200:
            setColor(getPixel(pic3, x, y), blue)
        elif distance(color, green) < 215:
            setColor(getPixel(pic3, x, y), yellow)
        elif distance(color, blue) < 230:
            setColor(getPixel(pic3, x, y), green)
        else:
            setColor(getPixel(pic3, x, y), white)

for x in range(0, getWidth(pic4)):
    for y in range(0, getHeight(pic4)):
        color = getColor(getPixel(pic4, x, y))

        if distance(color, red) < 200:
            setColor(getPixel(pic4, x, y), yellow)
        elif distance(color, green) < 215:
            setColor(getPixel(pic4, x, y), green)
        elif distance(color, blue) < 230:
            setColor(getPixel(pic4, x, y), red)
        else:
            setColor(getPixel(pic4, x, y), white)

borderWidth = getWidth(pic1)
borderHeight = getHeight(pic1)

#make an empty canvas using border dimensions
canvas = makeEmptyPicture( getWidth(pic1)*2, getHeight(pic1)*2)

#copy border and images into canvas
copyInto(pic1, canvas, 0, 0)

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copyInto(pic2, canvas, borderWidth, 0)
copyInto(pic3, canvas, 0, borderHeight)
copyInto(pic4, canvas, borderWidth ,borderHeight)

repaint(canvas)
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