

```

import math

def createBackground(maxWidth,maxHeight):

    #initialises image to white

    arrAll=[]

    arrRow=[]

    for intRows in range(maxWidth):

        for intCols in range(maxWidth):

            arrRow.append(0)

        arrAll.append(arrRow)

        arrRow=[]

    return arrAll

def scaleShape(currentSize,maxRows, maxCols):

    x1 = currentSize

    y1 = round(currentSize/8)

    x3 = -1*x1

    y3 = -1*y1

    x2 = x1 * -1

    y2 = y1

    x4 = -1*x2

    y4 = -1*y2

    x1 += (maxRows)

    y1 += (maxCols)

    x2 += (maxRows)

    y2 += (maxCols)

    x3 += (maxRows)

```

```
y3 += (maxCols)
```

```
x4 += (maxRows)
```

```
y4 += (maxCols)
```

```
shape = []
```

```
coord = []
```

```
coord.append(round(x1))
```

```
coord.append(round(y1))
```

```
shape.append(coord)
```

```
coord = []
```

```
coord.append(round(x2))
```

```
coord.append(round(y2))
```

```
shape.append(coord)
```

```
coord = []
```

```
coord.append(round(x3))
```

```
coord.append(round(y3))
```

```
shape.append(coord)
```

```
coord = []
```

```
coord.append(round(x4))
```

```
coord.append(round(y4))
```

```
shape.append(coord)
```

```
print(shape)
```

```
return shape
```

```
def fillShape(arr, shape, maxRows, maxCols):
```

```
    x1 = shape[0][0]
```

```
    y1 = shape[0][1]
```

```

x2 = shape[1][0]
y2 = shape[1][1]
x3 = shape[2][0]
y3 = shape[2][1]
x4 = shape[3][0]
y4 = shape[3][1]
AreaOfQuadrilateral = areaOfQuadrilateral(x1, y1, x2, y2, x3, y3, x4, y4)

```

```

for arrRows in range(maxRows):
    AreaOfTriangles = 0
    for arrCols in range(maxCols):
        AreaOfTriangles += areaOfTriangle(arrRows, arrCols, x1, y1, x2,y2)
        AreaOfTriangles += areaOfTriangle(arrRows, arrCols, x2, y2, x3,y3)
        AreaOfTriangles += areaOfTriangle(arrRows, arrCols, x3, y3, x4,y4)
        AreaOfTriangles += areaOfTriangle(arrRows, arrCols, x1, y1, x4,y4)
    if AreaOfQuadrilateral == AreaOfTriangles:
        arr[arrCols][arrRows]=1
    AreaOfTriangles = 0
return arr

```

```

def areaOfTriangle(x1, y1, x2, y2, x3, y3):
    area = abs((x1 *(y2 - y3)+ x2*(y3-y1)+x3*(y1-y2))/2)
    return area

```

```

def areaOfQuadrilateral(x1, y1, x2, y2, x3, y3, x4, y4):
    area = abs((x1 *(y2 - y3)+ x2*(y3-y1)+x3*(y1-y2))/2) +abs((x1 * (y4 - y3) + x4 * (y3 - y1) + x3 * (y1 - y4))/2)
    return area

```

```
def saveFile(arrAll, maxRows, maxCols, fileName, versionNum):
```

```
    myfile=open(fileName+str(versionNum)+".pbm",'w')
```

```
    myfile.write('P1' + "\n")
```

```
    myfile.write(str(maxRows)+" "+str(maxCols)+"\n")
```

```
    for intRows in range(maxRows):
```

```
        myfile.write(getArray(arrAll[intRows])+"\n")
```

```
    myfile.close()
```

```
def getArray(passedValue):
```

```
    strOutString=""
```

```
    for intVal in passedValue:
```

```
        strOutString=strOutString+str(intVal)
```

```
    return strOutString
```

```
def main():
```

```
    arrPage = []
```

```
    strFileName="Scale"
```

```
    intVersionNumber = 0
```

```
    intMaxCols=800
```

```
    intMaxRows=800
```

```
    for size in range(20, 381,6):
```

```
        arrPage = createBackground(intMaxCols,intMaxRows)
```

```
        arrPage = fillShape(arrPage, scaleShape(size,intMaxCols/2,intMaxRows/2), intMaxRows,  
intMaxCols)
```

```
        saveFile(arrPage,intMaxRows, intMaxCols,strFileName, intVersionNumber)
```

```
        intVersionNumber+=1
```

```
        arrPage=[]
```

```
if __name__ == "__main__":
```

```
    main()
```

```
print("Programme finished")
```