Write the sequence of instructions for a particular Turtle to draw a house:

```
    World   w = new World();
    Turtle  t = new Turtle(w);
    ...
```
If that seems easy enough, you might:

- ... add this capability to all Turtles
- ... make the size of the house programmable
- ... reuse code from yesterday's lab!
primitives
combinations
abstractions
picture
pixel

int red
int green
int blue
NAMES

value
unknown/changing value
kind of value
process
parameter
(file)
NAMES

constant
variable
type, class
function, method
argument
(String)
Write a method for Pictures that converts it to a black-and-white negative:
Perceiving Light
Picture as Grid of Dots

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Encoding Color: HSV
Encoding Color: HLS
Encoding Color: RGB
Color "Closeness"

$$\sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$$

$$\sqrt{(\text{red}_1 - \text{red}_2)^2 + (\text{green}_1 - \text{green}_2)^2 + (\text{blue}_1 - \text{blue}_2)^2}$$