

# Randomness and Google Earth

April 2, 2013

# Today

- The future!
- Generating random numbers
- Putting data in Google Earth

# The Rest of the Semester

- Random numbers
- Google Earth
- Regular expressions
- Web APIs?
- Twitter?
- Visualization tools?

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# Random Numbers

```
>>> import random  
>>> random.random()  
0.93678039489813436
```

# Random Numbers

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>>> random.random()
0.93678039489813436
```

`random.random()` returns a float between 0.0 (inclusive) and 1.0 (exclusive)

Write a function that reports the smallest number you've seen after running `random.random()` 20 times.

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# Google Earth

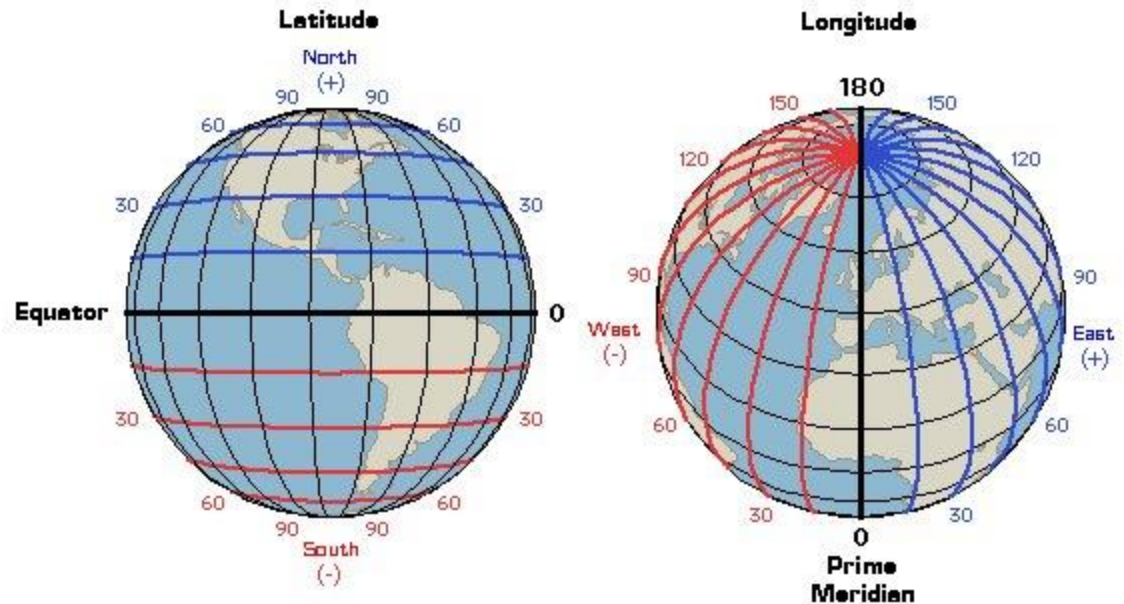
- If you're on a laptop, download and install Google Earth.
- Download CIT.kml and open it with Google Earth.



# CIT.kml

- Now open it in a text editor and try changing the following:

- Name
- Description
- Size of Pin
- Coordinates
- What about color?



<http://geographyworldonline.com/tutorial/instructions.html>

# KML Color Codes

O = Opacity

B = Blue

G = Green

R = Red

ff0000ff



O B G R

These are two-digit *hexadecimal* numbers.

# Two-Digit Numbers

Decimal (10 digits): 0-9

00 01 02 03 04 05 06 07 08 09 ?

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Hexadecimal (16 digits): 0-9,a-f

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00 01 ... 08 09 0a 0b 0c 0d 0e 0f 10 11 ... fe ff

Decimal:  $10^2 = 100$   
two-digit #s

Binary:  $2^2 = 4$   
two-digit #s

Hexadecimal:  $16^2 = 256$   
two-digit #s

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└─┬─┬─┬─┘  
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