

- 12 1. Convert #CD308F to integer RGB values and real RGB values. Round RGB values to three decimal places.

Integer: (205, 48, 143) Real: (0.804, 0.188, 0.561)

- 12 2. Convert (168, 42, 244) to hexadecimal and real RGB values. Round as before.

Hexadecimal: #A82AF4 Real: (0.659, 0.165, 0.957)

- 8 3. You have a color represented by (random(), 1, random()). Circle all colors which are possible. (Assume that random() can return both 0 and 1.)

R G B C M Y K W

- 8 4. You have a color represented by (1, 0.75 × random(), random()). Circle all colors which are possible.

R G B C M Y K W

- 8 5. You have a color represented by (1, 1 - random(), 1 - 0.5 × random()). Circle all colors which are possible.

R G B C M Y K W

- 16 6. Each of the figures below is drawn inside a unit square with vertices (0, 0), (0, 1), (1, 1), and (1, 0). Label the vertices of the figures on the graphs.

