CSC290: Technical Writing

This worksheet uses excerpts from an introduction to the `pygame` library, available at:
`https://www.pygame.org/docs/tut/PygameIntro.html`

Both versions of the excerpt explains line 8 of the following code:

```python
import sys, pygame
pygame.init()

size = width, height = 320, 240
speed = [2, 2]
black = 0, 0, 0

screen = pygame.display.set_mode(size)

ball = pygame.image.load("intro_ball.gif")
ballrect = ball.get_rect()
# ...
```

Version A

`pygame.display.set_mode()` in line 8 creates a window. It defaults to the best graphical modes based on hardware. You can override it if you want. Each image is represented as a `Surface`. `display.set_mode()` creates a new surface that represents the actual displayed graphic. It makes drawings you do to this `Surface` visible on the monitor.

Version B

The call to `pygame.display.set_mode()` in line 8 creates a new graphical window. Pygame defaults to using the best graphical mode for your graphics hardware. You can override the mode to compensate for anything the hardware cannot do. Pygame represents images as `Surface` objects. The `display.set_mode()` function creates a new `Surface` object that represents the actual displayed graphics. Any drawings you make on this `Surface` will become visible on the monitor.

1. Which version do you prefer? Why? Circle all the writing issues that you notice.

CSC290: Technical Writing (page 2)

2. Rewrite the following excerpt, following the technical writing guidelines we discussed.

A commonly used architectural pattern for developing user interfaces is the Model-view-controller pattern. It divides an application into three interconnected parts. It is based on the way information is presented to and accepted from the user. The controller accepts input and converts it to commands for the model or view. The model manages the data, logic, and rules of the application, and is independent from the user interface. The view can be any output representation of information. There can be more than one view. It is commonly used in web applications.