



3. What are screen resolution and pixel density? How do they differ? Draw a diagram to support your answer.

4. RGB Values

a. Why do RGB values range from 0 to 255?

b. Can they be any other range?

c. What happens if you increase the range?

d. Is it possible to represent all of the colors in the world? Why or why not?

5. Describe a function that would take in any RGB value and double its intensity. What do you think happens if the input is 200, 220, 209?

6. Extra: Take out the calculator! How many different colors can be represented in the standard RGB color model?