# 1 Simple Stuff

Prerequisites: control flow (branching, iteration), IO, arithmetic, atomic types.

## The Good Old Days \*\*\*\*

Input: An integer 4.

Output: The word "Elephant".

In	Out
4	Elephant

## Equation of a Line \*\*\*\*

**Input:** Two integers k and b, k = 0.

**Output:** Such value x, that it satisfies the equation kx + b = 0.

# Wait, what? ★★☆☆

**Input:** Two integers a and b. **Output:** The product of a and b.

Note: You may not use the multiplication operation.

In	Out
1	0
0	
7	56
8	

### Late'o'clock ★★☆☆

**Input:** An integer 0 h < 24. Hours on a clock.

**Note:** Convert the given time h to the 12-hour clock format.

**Output:** First the time h in 12-hour clock format, then "am" or "pm" depending on the time.

Ĭn	Out
0	12
8	8am
13	1pm

## Quadratic Equations \*\*\*\*

**Input:** Three integers a, b and c.

**Output:** Find all values of x, such that  $ax^2 + bx + c = 0$ .

**Note:** If there are no possible values of x output "NaN" (not a number). The values should not be repeated.

In	Out
1	-2
-1	3
-6	

## Qubic Equation ★★★★

**Input:** Four integers a, b, c and d.

**Output:** Find all values of x, such that  $ax^3 + bx^2 + cx + d = 0$ .

**Note:** If there are no possible values of x output "NaN" (not a number). The

values should not be repeated. **Hint:** use Cardano's formula.

### Euclid Approves \*\*\*\*

**Input:** Two integers a and b, sides of a right angled triangle. **Output:** The hypotenuse c of the aforementioned triangle.

In	Out
3	5
4	

### Euclid Disapproves \*\*\*\*

**Input:** Two integers a and b, sides of a right angled triangle and an integer angle  $\theta$  (given in degrees) between them.

**Output:** The third side of the triangle.

Hint: You may use import math to get some functions you might want.

#### Everyone but Euclid Approves \*\*\*\*

**Input:** An integer n the amount of following lines, 3 n 100. Each following line i contains a number -100  $a_i$  100, a component of the vector  $\hat{v} = \{a_1, a_2, \dots, a_n\}$ .

Output: The length of a vector  $\hat{v}$ .

#### Minmaxed ★☆☆☆

**Input:** Two integers, a and b.

Output: Two integers, first the largest of them two, next the smallest.

#### TreE \*\*\*\*

**Input:** An integer h, the height of the christmass tree.

**Output:** A christmas tree with total height h + 1, 1 being the trunk of said

tree and h all the result of it.

In	Out
4	е
	a a
	e e e
	aaaa
	a

## Sigma for Sum ★★☆☆

**Input:** An integer a such that  $1 a 10^{10^{10}}$ .

**Output:** The sum all the integers  $1 + 2 + \cdots + a$ .

**Hint:** Loop isn't the only way to go.

#### Factor!al \*\*\*\*

**Input:** An integer a such that  $1 b 10^5$ .

**Output:** The product all the integers  $1 \times 2 \times \cdots \times b$ .

**Hint:** Lookup the arguments for range in the official Python3.x documentation.

# Minmaxed 2: The Sequel ★★★☆

**Input:** Two integers, a and b.

Output: Two integers, first the largest of them two, next the smallest.

Note: You may only use min() or max(), not both. You may not use branch-

ing.

#### Set Product \*\*\*\*

**Input:** Two integers, a and b where a > 0 and b > 0. They create sets of values:  $A = \{0, 1, ..., a - 1\}$  and  $B = \{0, 1, ..., b - 1\}$ .

Output: Print out the product of the two sets.

**Note:** A product of two sets is a mapping of every element of one set to every element of another, e.g. for sets  $C = \{1, 2\}$  and  $D = \{3, 4\}$  the product is  $C \times D = \{(1, 3), (1, 4), (2, 3), (2, 4)\}.$ 

#### 2 Turtle or Tortoise?

Prerequisites: turtle module, the entire previous section.

#### Fair Square \*\*\*\*

**Input:** An integer A such that 10 A 100.

Output: Using from turtle import Turtle's methods like forward and

right draw a square of length A.

#### Fair Ngon \*\*\*\*

**Input:** Two integers, A such that 10 A 100 and N such that 2 N 20. **Output:** Using Turtle draw a regular polygon (an N-gon) with N sides and side length 5A. Ensure that the turtle finishes in the same position as it started in. The turtle shouldn't draw over itself at any point.

**Hint:** Loops are your friend.

## Trigonometry BFF \*\*\*\*

**Input:** Two integers, a and b.

**Output:** Using Turtle draw a graph of the function y = a  $sin(\frac{\pi x}{10}) + b$ . From 0 to 200 and a graph of the function y = b. Print the final position of the turtle. **Hint:** You can get sin and  $\pi$  with from math import pi, sin, they are accurate enough for this purpose.

## The Fair Ngon \*\*\*\*\*

**Input:** Two integers, A such that  $10 \ A \ 100$  and N such that  $2 \ N \ 20$ . **Output:** Using Turtle draw a regular polygon (an N-gon) with N sides and side length 10A. Ensure that the turtle finishes in the same position as it started in. You are only allowed to control the turtle with goto.

Hint: Trigonometry might help.

#### Tick Space Tick Space Tick ★★☆☆

**Input:** Two integers, 10 L 100 and 1 N 15.

**Output:** Draw a horizontal dotted line of N segments. The length of each segment should be L. The space between two segments should also be L. **Note:** The turtle should start and end the drawing with a filled segment. **Hint:** Make use of turtle.penup, turle.penup and turtle.isdown.