

Programming 1

1. Exercise

Write a Python program to create a set and iteration over it. Add and remove member(s) in a set. Create an intersection/union/difference/symmetric difference of sets

2. Exercise

Roulette Results. In Roulette, each spin of the wheel has a number of attributes like even-ness, low-ness, red-ness, etc. You can bet on any of these attributes. The `wheel` will be a set of the numbers 0 to 36, and append the string "00" to this set. If the attribute on which you placed bet is in the set of attributes for the number, you win. Define 6 sets:

- If the spin is non-zero and `spin % 2 != 0`, add the spin to the `odd set`.
- If the spin is non-zero and it's in the `redNumbers set`, add the spin to the `red set`.
- If the spin is non-zero and `spin % 2 == 0`, add the spin to the `even set`.
- non-zero and it's not in the `redNumbers set`, add the value to the `black set`.
- If the spin is non-zero and `spin <= 18`, add the value to the `low set`.
- If the spin is non-zero and `spin > 18`, add the value to the `high set`.

```
redNumbers= set( [1,3,5,7,9,12,14,16,18,19,21,23,25,27,30,32,34,36] )
```

Each round involves picking a random spin with something like `random.choice(list(wheel))`. You can then see which set the spin belongs to. If the spin belongs to a set on which you've bet, the spin is a winner, otherwise it's a loser.

3. Exercise

Sieve of Eratosthenes. Look at [Sieve of Eratosthenes](#).

1. Initialize

Create a set, `prime` which has integers between 2 and 5000.

Set $p \leftarrow 2$

2. Iterate. While $2 \leq p < 5000$:

Find Next Prime. while `p` is not in `prime` and $2 \leq p < 5000$:

Increment `p` by 1.

Remove Multiples. At this point, `p` is prime.

Set $k \leftarrow p + p$

while $k < 5000$:

Remove `k` from the set `prime`

$k \leftarrow k + p$

Next `p`. Increment `p` by 1.

3. Report.

At this point, the set `prime` has the prime numbers. We can return the set.