

Submission Detail

ID	#467258
Problem	Boomerang (https://ejudge.it.kmitl.ac.th/problem/2630)
Username	it60070183(นายธีรภัทร ไกรศรีสิริกุล) (https://ejudge.it.kmitl.ac.th/account/1506)
Language	Python
Correctness Score	100 Points
Bonus Score	100 Points
Quality	100% How to improve your code
Summary Score	200 Points
Time	2017-08-10 14:54:41

➡ Details

Case 1 [#11610] :	Passed	0.02492600 sec.
Case 2 [#11611] :	Passed	0.03380600 sec.
Case 3 [#11612] :	Passed	0.02590700 sec.
Case 4 [#11613] :	Passed	0.02651100 sec.
Case 5 [#11614] :	Passed	0.04644700 sec.
Case 6 [#11615] :	Passed	0.04729400 sec.
Case 7 [#11616] :	Passed	0.04535900 sec.
Case 8 [#11617] :	Passed	0.04475500 sec.
Case 9 [#11618] :	Passed	0.04493000 sec.
Case 10 [#11619] :	Passed	0.04545600 sec.

🖥 Code

pointers=false&textReferences=false&showOnlyOutputs=false&py=3&rawInputLstJSON=%5B%5D&curlInstr=0)

```
1  """
2  PSIT (10/08/2017)
3  it60070090 : Wiput Pootong
4  it60070183 : Teerapat Krairisirikul
5  """
6
7  def main():
8      """Main Function"""
9      var_x = int(input())
10     var_y = int(input())
11     var_z = int(input())
12
13     print(equation1(var_x))
14     print(equation2(var_y))
15     print(equation3(var_z))
16     print(equation4(var_x, var_y))
17     print(equation5(var_x, var_y, var_z))
18
19     def equation1(var_x):
20         """ Calculate equation 1 and return result"""
21         return var_x + 1
22
23     def equation2(var_y):
24         """ Calculate equation 2 and return result"""
25         result = 7*var_y**3 + 2*var_y**2 - 31*var_y + 1
26         return result
27
28     def equation3(var_z):
29         """ Calculate equation 3 and return result"""
30         return var_z * -1
31
32     def equation4(var_x, var_y):
33         """ Calculate equation 4 and return result"""
34         return (var_x+var_y)*(var_x-var_y)
35
36     def equation5(var_x, var_y, var_z):
37         """ Calculate equation 5 and return result"""
38         result = (var_y - (var_y**2 - 4*var_x*var_z)**0.5)/(2 * var_x)
39         return result
40
41     main()
```