

QUIZ 6

COMP9021 PRINCIPLES OF PROGRAMMING

```
$ python3 quiz_6.py
```

Enter two integers, the second one being strictly positive: 0 8

Here is the grid that has been generated:

```
1 1 0 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 0
0 1 1 0 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1
1 1 1 1 0 1 1 1 1 1
1 0 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 0
1 1 1 1 1 1 0 1 1
```

The maximum number of spikes of some shape is: 1

```
$ python3 quiz_6.py
```

Enter two integers, the second one being strictly positive: 0 7

Here is the grid that has been generated:

```
1 1 1 1 0 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1
1 0 1 1 1 1 1 1 1 1
1 0 1 0 1 1 1 1 1 0
1 1 1 1 1 1 1 1 1 1
1 1 0 1 1 0 0 1 1 1
1 1 1 1 1 0 1 1 1 1
1 1 1 1 1 1 0 1 1 1
1 1 1 1 1 1 0 0 1 1
1 0 1 1 1 1 0 1 1 1
```

The maximum number of spikes of some shape is: 3

```
$ python3 quiz_6.py
```

Enter two integers, the second one being strictly positive: 0 2

Here is the grid that has been generated:

```
1 1 0 1 1 1 1 1 0
0 1 0 0 1 0 1 0 0 1
1 0 1 1 1 0 1 1 1 0
0 0 1 0 1 1 0 1 0 0
0 0 0 1 0 0 1 1 0 1
1 0 1 0 1 1 0 1 1 0
1 0 0 0 0 1 1 0 0 0
0 0 0 1 1 0 0 1 1 1
1 1 0 1 0 1 1 0 0 0
1 0 0 1 0 1 1 0 0 0
```

The maximum number of spikes of some shape is: 7

\$ python3 quiz_6.py

Enter two integers, the second one being strictly positive: 0 4

Here is the grid that has been generated:

```

1 1 0 1 1 1 1 1 1
1 1 1 0 1 1 1 0 0 1
1 0 1 1 1 1 1 1 1 0
0 0 1 0 1 1 1 1 0 1
1 1 1 1 0 0 1 1 0 1
1 0 1 1 1 1 0 1 1 1
1 1 1 1 0 1 1 0 0 1
1 0 0 1 1 1 1 1 1 1
1 1 0 1 0 1 1 1 1 0
1 0 1 1 1 1 1 0 0 1

```

The maximum number of spikes of some shape is: 8

\$ python3 quiz_6.py

Enter two integers, the second one being strictly positive: 1 2

Here is the grid that has been generated:

```

0 0 1 0 1 1 1 0 0
1 0 1 1 0 1 1 0 0 1
0 0 0 0 1 0 1 0 0 1
1 0 1 0 0 1 1 0 1 0
0 1 0 1 1 0 1 1 1 1
0 1 0 1 1 0 1 1 0 1
0 0 1 1 1 0 1 0 1 1
0 0 0 0 0 0 1 1 1 1
1 0 1 0 0 1 0 1 1 0
1 1 1 1 1 0 1 1 0 0

```

The maximum number of spikes of some shape is: 5

\$ python3 quiz_6.py

Enter two integers, the second one being strictly positive: 2 2

Here is the grid that has been generated:

```

0 0 0 1 0 1 1 0 0 0
1 1 1 1 1 0 0 1 1 1
1 1 0 0 0 0 0 0 1 0
0 1 0 1 1 1 1 1 1 0
1 1 0 1 1 1 1 1 1 1
1 1 0 1 0 1 1 1 1 1
1 0 1 1 0 1 0 0 0 0
0 1 0 0 0 1 0 0 0 1
0 0 1 1 0 0 0 0 0 0
0 0 0 1 1 0 0 0 0 1

```

The maximum number of spikes of some shape is: 4