Metropolitan State University, Saint Paul, Minnesota

ICS 140 Computational Thinking with Programming

Assignment 5

**Roulette Wheel Colors**

On a roulette wheel, the pockets are numbered from 0 to 36. The colors of the pockets are as follows:

* Pocket 0 is green.
* For pockets 1 – 10:
  + Odd numbered pockets are red
  + Even numbered pockets are black
* For pockets 11 – 18:
  + Odd numbered pockets are black
  + Even numbered pockets are red
* For pockets 19 – 28:
  + Odd numbered pockets are red
  + Even numbered pockets are black
* For pockets 29 – 36:
  + Odd numbered pockets are black
  + Even numbered pockets are red

Write a program that asks the user to enter a pocket number and displays whether the pocket is green, red or black. The program should indicate the number is invalid if a number outside the accepted range is given.

It should look something like this when run:

Text

Description automatically generated with medium confidence

Paste the python code below in the Python code section.

**Assignment 5 Python Code**

number = int(input("Input a number 0-36: "))

while number > 36 or number < 0:

print("Invalid input, please make sure the number is 0-36")

number = int(input("Input a number 0-36: "))

if number == 0:

print("Pocket is green")

elif 0 < number < 11:

if number % 2 == 0:

print("Pocket is black")

else:

print("Pocket is red")

elif 10 < number < 19:

if number % 2 == 0:

print("Pocket is red")

else:

print("Pocket is black")

elif 18 < number < 29:

if number % 2 == 0:

print("Pocket is black")

else:

print("Pocket is red")

elif 28 < number < 37:

if number % 2 == 0:

print("Pocket is red")

else:

print("Pocket is black")

else:

print("ERROR")

Paste test screenshot(s) of the program returning appropriate red, black and green values.

**Screenshot of Program Test**

