Programming Languages Assignment4

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Q1.

텍스트, 스크린샷, 소프트웨어이(가) 표시된 사진

AI가 생성한 콘텐츠는 부정확할 수 있습니다.

A random library was used to receive random integer values between 1 and 100. I received 200 input values as a list(number variable) and arranged them in ascending order through the sort()method. Then, I created five arrays to meet the requirements of the problem, and for each of the 200 values in the number list. And, if the value is within the range of 1 to 20, add '\*' to arrupto20, or if the value is within the range of 21 to 40, add '\*' to arrupto40, or if the value is within the range of 41 to 60, add '\*' to arrupto60, or if the value is within the range of 61 to 80, and '\*' to arrupto80, or if the value is within the range of 81 to 100, and '\*' to arrupto100. After that, to represent the '\*' values in the five arrays as a continuous string, I used join()method to combine the '\*' values in array. So, I printed the number list and star-graph.

스크린샷, 텍스트, 패턴, 스티치이(가) 표시된 사진

AI가 생성한 콘텐츠는 부정확할 수 있습니다.

Q2.

텍스트, 스크린샷, 폰트, 소프트웨어이(가) 표시된 사진

AI가 생성한 콘텐츠는 부정확할 수 있습니다.

I wrote the input text so that user could insert n or Exit, and if the input was a number (integer), I ran the recursivesum() function (recursive function) and added all the numbers before n and assign them as the result variable. So, I printed the sum of the numbers before n(user input)

텍스트, 폰트, 스크린샷이(가) 표시된 사진

AI가 생성한 콘텐츠는 부정확할 수 있습니다.

Q3.

텍스트, 스크린샷, 디스플레이, 소프트웨어이(가) 표시된 사진

AI가 생성한 콘텐츠는 부정확할 수 있습니다.

I got the rank as input. Sieve of Eratosthenes was used to create an isPrime() function to determine if it is prime when a number is given, and whenever I found a prime number, I increased the value of the count variable by one. I compared rank and count through the while statement to find the prime number corresponding to the rank input. So I found the prime number corresponding to the rank input.텍스트, 스크린샷, 폰트이(가) 표시된 사진

AI가 생성한 콘텐츠는 부정확할 수 있습니다.