WEDNESDAY

EXERCICE 0

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- Enter a list of names in the console:

```
["ronan", "rady"]
```

- Enter a new name:

"seiha"

- Print the list with the new name added at the end of the list:

```
["ronan", "rady", "seiha"]
```

EXERCICE 1

WHAT YOUR PROGRAM SHALL DO

- Enter a list of numbers in the console:

- Print the list of numbers which are NOT equal to 7 :

To perform this exercise you need to code this function and call it:

Function name	removeSevens
Parameters	numbers (an array)
Return value	the list of numbers NOT equal to 7 (an array)
Examples	removeSevens ([5, 7, 7, 11]) & [5, 11]

WARNING:

- You cannot remove numbers 7 from the original array
- you need to create a new ARRAY that contains numbers different from 7

EXAMPLES	
CONSOLE	EXPLANATION
>[4, 1, 3, 7, 7]	
>[4, 1, 3]	
>[7, 7, 7]	
>[]	

```
def removeSevens(numbers):
    result = []
    for value in numbers:
        if value != 7:
            result.append(value)

    return result

# MAIN CODE
values = eval(input())
print(removeSevens(values))
```

WHAT YOUR PROGRAM SHALL DO

- Enter a list of numbers in the console:

```
[1, 2, 3, 5]
```

- We want to add numbers of this list 2 by 2: [1+2, 2+3, 3+5] So the result would be :

```
[3, 5, 8]
```

As you see, the size of the new list is smaller than the original!!

To perform this exercise you need to code this function and call it :

Function name	sum2By2
Parameters	numbers (an array)
Return value	A list containing the sum of numbers 2 by 2 (an array)
Examples	sum2By2 ([2,4,5, 1]) ③ [6, 9, 6]

EXAMPLES	
CONSOLE	EXPLANATION
>[4, 1, 3, 7, 7]	First we add 4+1 = 5
>[5, 4, 10, 14]	Then we add 1+3 = 4
	Etc.
>[4,5]	
>[9]	
>[7]	If only 1 element, there is no sum, just add the value of this
>[7]	element
>[]	Empty list? Just return empty list!
>[]	

```
def sum2By2(numbers):
    # Write your code here !
    result = []
    for i in range(1, len(numbers)):
        result.append(numbers[i-1]+numbers[i])
    return result

# MAIN CODE
values = eval(input())
```

Write your code here !
print(sum2By2(values))

EXERCICE 1

```
WHAT YOUR PROGRAM SHALL DO

- We enter a list of number in the console :
        [ 10, 5, 6, 10, 7 ]

- Print "HAS PAIR" if the list contains (at least) 2 numbers with the same value.
        • Otherwise print : "HAS NO PAIR"
        HAS PAIR

Here : we print HAS PAIR, since we found 2 numbers 10 in this list
```

EXAMPLES	
CONSOLE	EXPLANATION
>[4, 1, 3, 7, 7] >HAS PAIR	2 numbers 7
>[4, 1, 3, 7, 5] >HAS NO PAIR	Here we haven't found any pair
>[3, 5, 3, 7, 5] >HAS PAIR	2 numbers 3 and 2 number 5
>[] >HAS NO PAIR	Here we haven't found any pair

```
alues = eval(input())

hasPair=False
for i in range(len(values)) :
    for j in range(len(values)) :
        if i!=j and values[i] == values[j] :
            hasPair =True

if hasPair:
    print("HAS PAIR")
else:
    print("HAS NO PAIR")# MAIN CODE
v
```



WHAT YOUR PROGRAM SHALL DO

We want to play with cards:

- a card has a value : from 1 to 10

- a card has a color (red "R" or black "B")

We represent a card using an array of 2 elements :

[<value> , <color>]

Example: [10, "R"] is the card 10 of color RED

- We enter a list of cards in the console :

- Print "HAS PAIR" if the list of card contains 2 cards with the same value and the same color
 - Otherwise print: "HAS NO PAIR"

HAS PAIR

Here: we print HAS PAIR, since we found 2 cards of the same value + color: [5, "B]

EXAMPLES	
CONSOLE	EXPLANATION
>[[4, 'B'], [4, 'R'], [3, 'R']] >HAS NO PAIR	Here we haven't found any pair
	(we have 2 cards of value 4, but different color)
>[[4, 'R'], [3, 'R'], [4, 'R']] >HAS PAIR	2 cards [4, 'R']
>[] >HAS NO PAIR	Here we haven't found any pair

```
# MAIN CODE
values = eval(input())
hasPair=False
for index1 in range(len(values)) :
    for index2 in range(len(values)) :
        value1 = values[index1][0]
        color1 = values[index1][1]

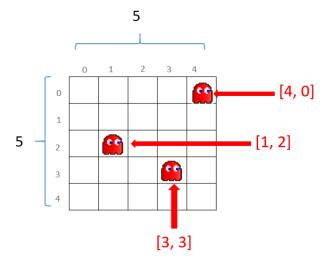
    value2 = values[index2][0]
    color2 = values[index2][1]

    if index1!=index2 and value1==value2 and color1==color2 :
        hasPair =True

if hasPair:
    print("HAS PAIR")
else:
    print("HAS NO PAIR")
```

FRIDAY

DISPLAY MONSTERS!



EXERCICE 1

WHAT YOUR PROGRAM SHALL DO

We want to display monsters within a grid of 5 X 5 cells:

- a monster has a position on X: from 0 to 4
- a monster has a position on Y: from 0 to 4

We represent a monster position using an array of 2 elements :

[position_X, position_Y]

- Enter a list of monsters position (array of array!)

For instance, this list represent the monsters on above image:

```
[ [3, 3], [1, 2], [4, 0] ]

- Print the grid of 5 X5 cells

• Cell with no monster: -
• Cell with monster: *

0000*
00000
0*000
00000
```

To perform this exercise you need to code this function and call it :

Function name	hasMonsterOnCell
Parameters	monsterPositions (array of array) : the positions of monsters cellX (integer) : the cell X position cellY (integer) : the cell Y position
Return value	Return True if a monster is on given cell position, given the list of monster position Return False otherwise
Examples	hasMonsterOnCell ([[0, 0], [1, 0]] , 1, 0) ③ True hasMonsterOnCell ([[0, 0], [1, 0]] , 1, 4) ③ False

```
def hasMonsterOnCell (monsterPositions, cellX, cellY):
    hasMonster = False
    for monsterPosition in monsterPositions:
        if monsterPosition[0] == cellX and monsterPosition[1] == cellY :
            hasMonster = True
    return hasMonster

# MAIN CODE
allMOnsterPositions = eval(input())

# Write your code here !
result=""
for y in range(5):
    for x in range(5):
        if hasMonsterOnCell(allMOnsterPositions, x, y):
```

```
character = "*"
else:
    character = "0"

    result+=character
    result+="\n"

print(result)
```