beale.py 1

```
1
    from random import randint
 2
 3
    a = 1
    b = 2
 4
 5
    c = 3
    d = 4
 6
 7
    e = 5
    f = 6
 8
 9
10
    x = (a**d) + (b**e)
11
    y = c**f
12
    aL = [1]
13
14
    bL = [1]
15
    cL = [1]
    dL = [1]
16
17
    eL = [1]
18
    fL = [1]
19
20
    while x != y:
         a = randint(1, 100)
21
22
         #while b % a == 0 or a % b == 0:
         b = randint(1, 100)
23
24
         #while c % a == 0 or c % b == 0 or b % c == 0 or c % b == 0:
25
         c = randint(1, 100)
26
         d = randint(3, 100)
27
         e = randint(3, 100)
         f = randint(3, 100)
28
29
         x = (a**d) + (b**e)
30
         y = c**f
31
         aL[0] = a
32
         bL[0] = b
33
         cL[0] = c
34
         dL[0] = d
35
         eL[0] = e
36
         fL[0] = f
37
38
    print(a)
39
    print(b)
40
    print(c)
41
    print(d)
42
    print(e)
43
    print(f)
44
45
46
    1.1.1
47
48
    a = 0
49
50
     for i in range(100000000):
51
      if i % 2 == 0:
```

beale.py 2