```python
from random import randint

a = 1
b = 2
c = 3
d = 4
e = 5
f = 6

x = (a**d) + (b**e)
y = c**f

aL = [1]
bL = [1]
cL = [1]
dL = [1]
eL = [1]
fL = [1]

while x != y:
    a = randint(1, 100)
    #while b % a == 0 or a % b == 0:
    b = randint(1, 100)
    #while c % a == 0 or c % b == 0 or b % c == 0 or c % b == 0:
    c = randint(1, 100)
    d = randint(3, 100)
    e = randint(3, 100)
    f = randint(3, 100)
    x = (a**d) + (b**e)
    y = c**f
    aL[0] = a
    bL[0] = b
    cL[0] = c
    dL[0] = d
    eL[0] = e
    fL[0] = f

print(a)
print(b)
print(c)
print(d)
print(e)
print(f)


'''
a = 0

for i in range(100000000):
  if i % 2 == 0:
```

```
52        a = a + 1
53
54    print(a)
55
56    '''
57
```