1 Flowchart

The probability of a=10, b=5, and c=1 is one in a thousand

```
In [18]: import random
          num=0
          while 1:
              list=[1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
               a=random. choice (list)
              b=random.choice(list)
               c=random.choice(list)
               if a==10 and b==5 and c==1:
                   print (a+b-10*c)
                   print("总次数:", num)
                   break
               else:
                   if a>b:
                       if b>c:
                           print (a+b-10*c)
                           num=num+1
                       else:
                           if a>c:
                               print (a+c-10*b)
                               num = num + 1
                           else:
                               print (a+c-10*b)
                               num = num + 1
                   else:
                       if b>c:
                           if a>c:
                               print (a+c-10*b)
                               num = num + 1
                           else:
                               print (a+c-10*b)
                               num = num + 1
                       else:
                           print (b+c-10*a)
                           num=num+1
```

```
-91
-72
-16
-7
-91
-86
-69
-83
-38
-24
-52
-24
-91
-89
-92
-15
5
5
总次数: 473
```

2 Continuous celing function

Here we tested the output from one to ten

```
In [3]: list=[1,2,3,4,5,6,7,8,9,10]
def fx(x):
    if x==1:
        return 1
    else:
        return fx(round(x/3))+2*x
for i in list:
    print(fx(i))
```

3 Dice rolling

Here since we have not yet thought of a better way, the slowest method is used to solve this problem, which takes a very long run time and is very computationally large

```
In [4]: import random
         list=[1, 2, 3, 4, 5, 6]
         number of way=[]
         def Find_number_of_ways(num):
             count = 0
             for i in list:
                 for j in list:
                     for k in list:
                         for 1 in list:
                             for m in list:
                                 for n in list:
                                      for o in list:
                                         for p in list:
                                              for q in list:
                                                  for r in list:
                                                      if i + j + k + 1 + m + n + o + p + q + r == num:
                                                          count = count + 1
             return count
         for i in range (10, 61):
             num=Find number of ways(i)
             print (num)
             number_of_way.append(num)
         index=9
         max_value=0
         for num in number_of_way:
             if (num > max_value):
                 max value = num
                 index = index + 1
         print('Maximum value:', max_value, "index:", index)
         1535040
         1151370
         831204
         576565
         383470
```

```
1151370
831204
576565
383470
243925
147940
85228
46420
23760
11340
4995
2002
715
220
55
10
1
Maximum value: 4395456 index: 35
```

4 Dynamic programming

4.1

```
In [24]: import random
    def Random_integer(N):
        array = [0,1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
        array1=[]
        for i in range(0,N):
            array1. append (random. choice (array))
        return array1
        print(Random_integer(10))
```

[7, 1, 1, 10, 6, 0, 10, 8, 5, 0]

4.2

```
[26]: def Sum_averages(originArray):
           list=[]
           result = [[]]
           sum = 0
           sumSub = 0
           for num in originArray: #Getting inspiration from https://blog.csdn.net/weixin 43509127/articl
               for element in result[:]:
                   x = element[:]
                   x. append (num)
                   result. append(x)
                   sum = 0
                   for y in range (0, len(x)):
                       sum = sum + x[y]
                   sumSub = sumSub + sum / len(x)
           result. pop(0)
           return sumSub
      print (Sum_averages ([1, 2, 3, 4, 7, 8, 9, 10]))
```

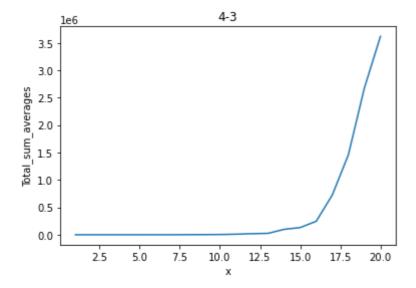
1402. 50000000000002

4.3

In this question, because the algorithm used is not good enough, the calculation time is very long, and the program always fails to run successfully when x=100, so only 20 is calculated in the end

```
[10]: # import numpy as np
       list1=[]
       Total sum averages=[]
       for x in range (1, 21):
           list1. append(x)
           Total_sum_averages.append(Sum_averages(Random_integer(x)))
       print(list1, Total_sum_averages)
       x=np. array(list1)
       y=np.array(Total_sum_averages)
       x. reshape (1, 20)
       y. reshape (1, 20)
       plt. plot(x, y)
       plt.xlabel('x')
       plt. ylabel ('Total sum averages')
       plt. title('4-3')
       plt.show()
```

[1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20] [4.0, 12.0, 39.66666666666666664, 48.75, 210.8, 283.5, 508.0000000000017, 1306.8749999999998, 2782.111111111111113, 4296. 59999999999, 10048.90909090911, 19451.250000000004, 25833.15384615383, 98298.0000000004, 13106 8.00000000023, 245756.24999999945, 724745.5294117604, 1456350.0000000033, 2676623.1052631666, 3 617583.749999854]



5 Path counting

5.1

```
[21]: | def Matrix(n, m):
            list=[[]]
            choice=[0,1]
            for i in range (0, n):
                array=[]
                for j in range (0, m):
                     if i==0 and j==0:
                         array. append (1)
                     elif i==n-1 and j==m-1:
                         array. append (1)
                     else:
                         array. append (random. choice (choice))
                list. append (array)
            list. pop(0)
            return list
        print (Matrix (10, 10))
```

```
[[1, 1, 1, 0, 1, 0, 0, 1, 0, 0], [0, 0, 0, 1, 0, 0, 1, 0], [1, 0, 0, 1, 0], [1, 0, 0, 1, 0, 0, 0, 1, 1, 0], [1, 0, 1, 0, 0, 0, 1, 1, 0], [0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0], [0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0], [1, 0, 1, 0, 1, 1, 0, 1, 1, 0], [0, 0, 0, 1, 0, 1, 1, 0, 0, 0], [0, 1, 1, 0, 0, 1, 1, 0, 1, 1, 0], [1, 1, 0, 1, 0, 0, 1, 1, 0, 1]]
```

5.2

```
In \lceil 13 \rceil: path = 0
           def countPath(Matrix, x, y, endx, endy):
               global path
               if (x == endx and y == endy):
                   path += 1
                   return path
               if (y != endy and Matrix[x][y+1] != 0):
                   y=y+1
                   return countPath (Matrix, x, y, endx, endy)
               if (x != endx and Matrix[x+1][y] != 0):
                   return countPath(Matrix, x , y, endx, endy)
               if (x==endx and Matrix[x][y+1] == 0):
                   return 0
               if (y == endy and Matrix[x+1][y] == 0):
                   return 0
               if (Matrix[x][y+1] == 0 or Matrix[x+1][y]==0):
                   return 0
```

5.3

```
In [19]: for j in range(0,1000):
    for i in range(0, 1000):
        MAT = Matrix(10, 8)
        countPath(MAT, 0, 0, 9, 7)
    print("mean path:", path/1000)
```

mean path: 6.078

```
In [ ]:
```