

Walker — Problem Set 17

Section 39

```
In[30]:= {x, x + 1, x + 2, x ^ 2} /. x -> RandomInteger[100]
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```
Out[30]:= {21, 22, 23, 441}
```

```
In[31]:= {x, x + 1, x + 2, x ^ 2} /. x -> RandomInteger[100]
```

```
Out[31]:= {20, 43, 66, 8281}
```

Looks good. 8 / 8.

See comment on 40.6 (the evenodd problem).

Section 40

```
In[32]:= fa[n_] := n ^ 2
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```
In[33]:= poly[i_Integer] := Graphics[Style[RegularPolygon[i], Orange]]
```

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In[34]:= fb[f_, s_] := {s, f}
```

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In[35]:= fc[a_, b_] := (a * b) / (a + b)
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```
In[36]:= fd[a_, b_] := {(a + b), (a - b), (a / b)}
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```
In[37]:= evenodd[a_] := If[a == 0, Red, If[EvenQ[a], Black, White]]
```

```
In[38]:= fe[1, a_, b_] := a + b; fe[2, a_, b_] := a * b; fe[3, a_, b_] := a ^ b
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In[39]:= ff[0] = ff[1] = 1; ff[n_Integer] := ff[n - 1] + ff[n - 2]
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```
In[40]:= animal[a_String] := Interpreter["Animal"][a]["Image"]
```

```
In[41]:= nearwords[a_String, n_Integer] := Nearest[WordList[], a, n]
```

On this one, he was intending you to use patterns, not nested If[] statements, like you did on 40.7 and 40.8.