

1) input ទៅ number 1, number 2

process នៃ ផ្លូវការបង្កើតរាយការណ៍ 2 ទំនួននៃ ឯកសារការពារបញ្ជីលក្ខណៈ + ផ្តល់សំណើន៍លទ្ធផល

output ទៅ ផ្លូវការបង្កើតរាយការណ៍ 2 ទំនួននៃ ឯកសារការពារបញ្ជីលក្ខណៈ +

output ទៅ result

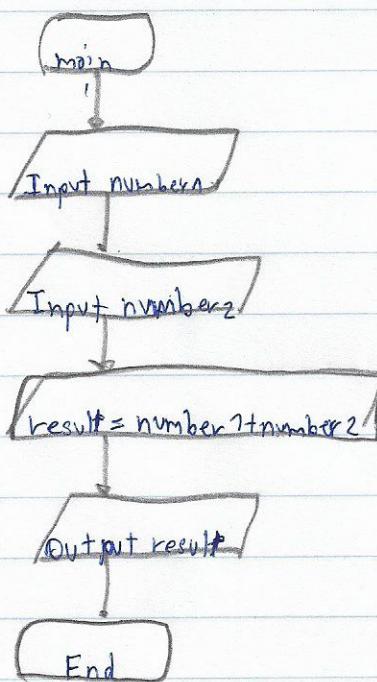
variable គឺ number 1 តាមច្បាស់មានតម្លៃ និងតម្លៃទូទៅ

number 2 ក្នុងច្បាស់មានតម្លៃ និងតម្លៃទូទៅ

number+2 គឺជាដែនលក្ខណៈលទ្ធផល

result គឺ ចំណាំនូវលទ្ធផល និងមានតម្លៃទូទៅ

2) ដំឡើងការងារ



1) python

number1=

number2=

result =

Print("result:", result)

2) input คือ n , long คือ $high$ หรือ $side$

process คือ ต้องคำนวณพื้นที่ของรูปสี่เหลี่ยม แต่พื้นที่รูปสี่เหลี่ยม คือ พื้นที่รูปสามเหลี่ยม $1/2 * \text{base} * \text{height}$
แต่พื้นที่สี่เหลี่ยม คือ พื้นที่รูปสามเหลี่ยม คือ $* 2$

output คือ $area$

variable คือ n คือ ตัวเลข ตัวบ่งบอกว่า เก็บต่อความยาวของรูปสี่เหลี่ยม หรือพื้นที่รูปสามเหลี่ยม

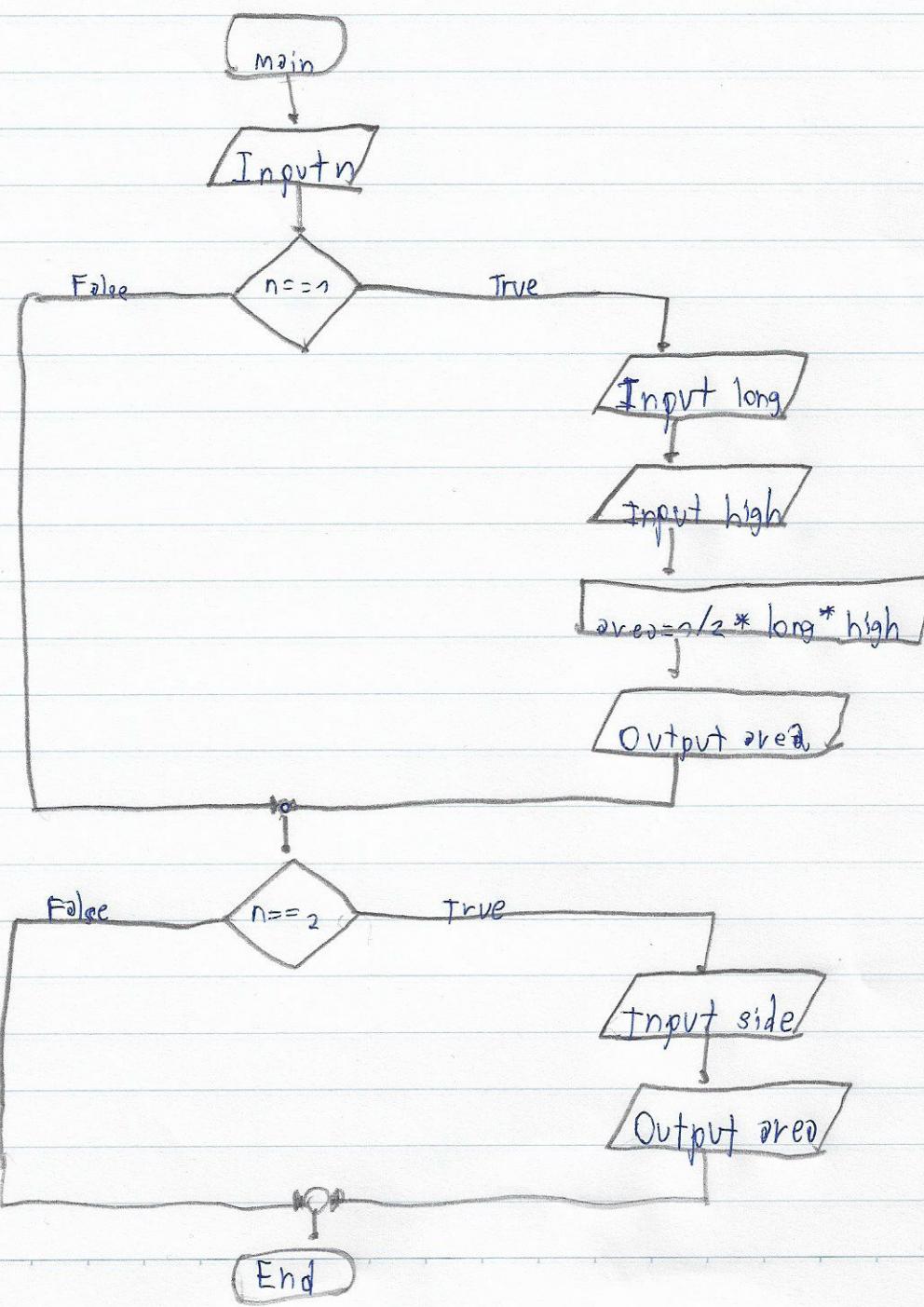
$long$ คือ ข้อมูลเดียว เก็บต่อความยาวของรูปสามเหลี่ยม

$high$ คือ ข้อมูลเดียว เก็บต่อความกว้างของรูปสามเหลี่ยม

$side$ คือ ข้อมูลเดียว เก็บต่อความยาวของรูปสามเหลี่ยม

การคำนวณพื้นที่ของรูปสี่เหลี่ยม เก็บต่อผลลัพธ์ของการคำนวณพื้นที่ของรูปสามเหลี่ยม

2) ผังงานการคำนวณ



2) python

```

print("បញ្ជីការងារអាជីវកម្ម គឺជាការងារសម្រេចការណ៍ 2 តាមច្បាប់ការងារដែលមានព័ត៌មាន 2")
n = int(input("ចំណាំការងារអាជីវកម្មដែលមានព័ត៌មាន"))
if n == 1:
    long = float(input("ការងារត្រូវបានបង្ហាញ: "))
    high = float(input("ការងារត្រូវបានបង្ហាញ: "))
    area = 1/2 * long * high
elif n == 2:
    side = float(input("ការងារត្រូវបានបង្ហាញ: "))
    area = side ** 2
    print("ផ្លូវកំណត់ដែលបានបង្ហាញ", float(area))
else:
    print("Error")

```

3) input & output

process នៃ ទូទៅការងារអាជីវកម្ម គឺ $2 \times \pi \times \text{radius}^2$ ដើម្បី ដោះស្រាយការងារអាជីវកម្ម

output នៃ result

variable គឺ square និង radius និង circle និង result

radius គឺ ចំនួនដែលបានបង្ហាញ ក៏ដែលត្រូវបានបង្ហាញ

circle គឺ ចំនួនដែលបានបង្ហាញ ក៏ដែលត្រូវបានបង្ហាញ

result គឺ ចំនួនដែលបានបង្ហាញ ក៏ដែលត្រូវបានបង្ហាញ

3) python

square = 100

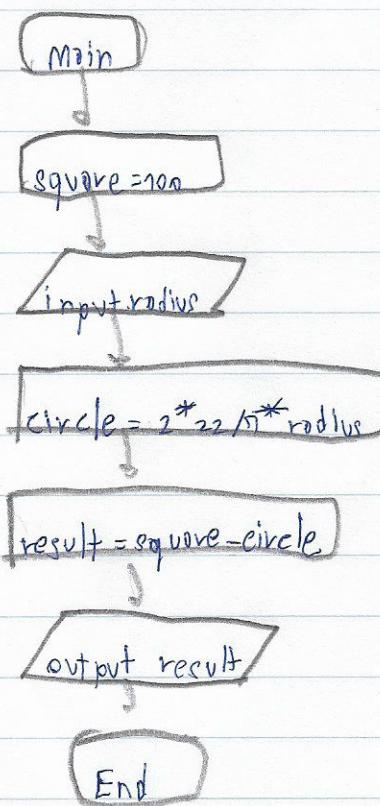
radius = float(input("ការងារអាជីវកម្ម: "))

circle = $2 \times \pi \times \text{radius}$

result = (int(square) - float(result))

print("ផ្លូវកំណត់ដែលបានបង្ហាញ", float(result))

3) ស្នើសុំការបន្ទាន់បញ្ជី



< 4) input គោលដៅ

process ត្រូវបានបង្កើតឡើងដូចខាងក្រោម ដូចជា $number \geq 10$ ឬ $number \leq 100$ និង $number$ គឺជាពិន្ទុលិខិត។
បន្ថែមទាំងអ្វីដែលត្រូវបានបង្កើតឡើងដូចខាងក្រោម

output ដោយ string ("It is an even number"), string ("It is an odd number")

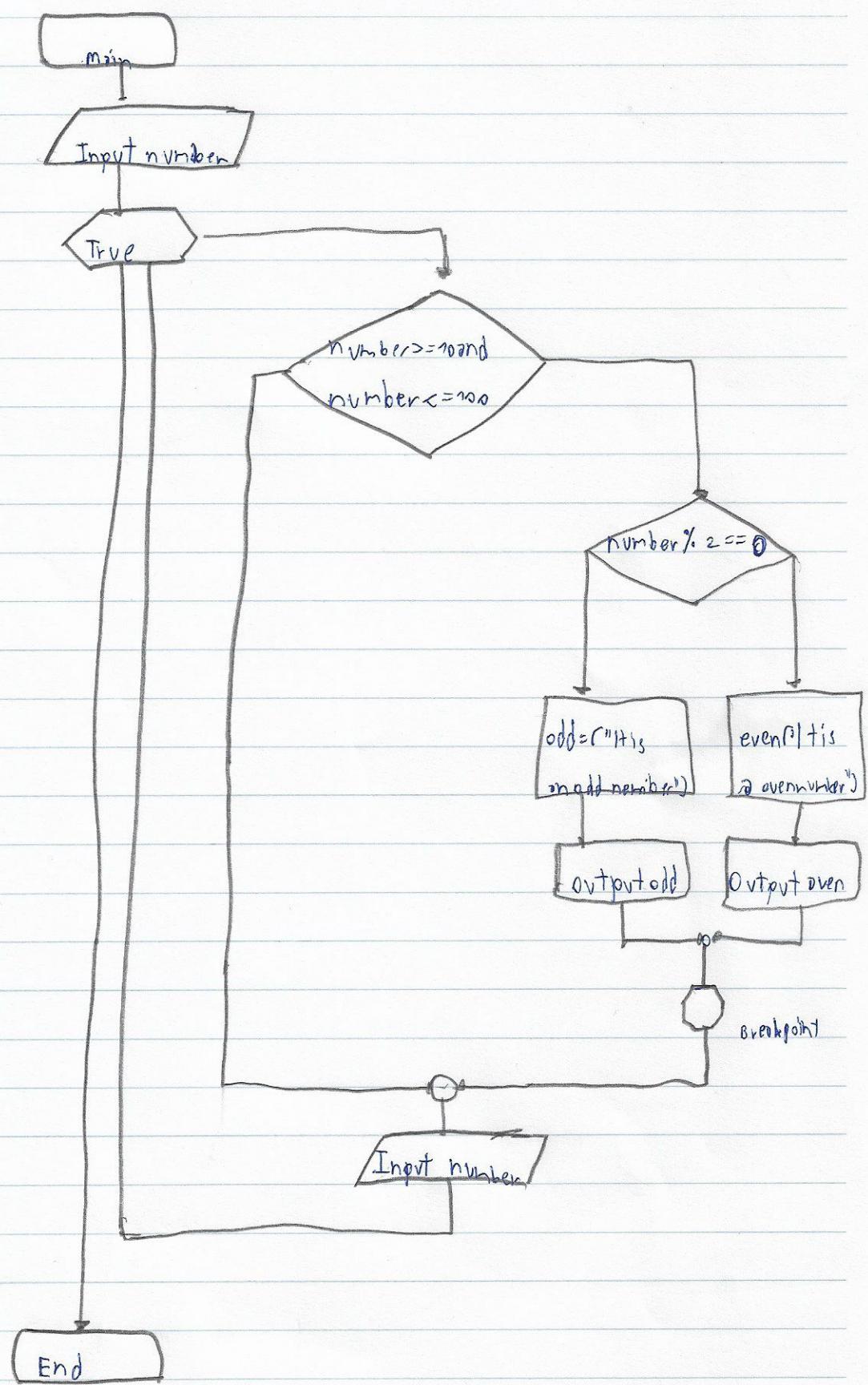
Variable $number$ នឹងត្រូវបានបង្កើតឡើងដូចខាងក្រោម

4) python

```

number = int(input("Enter number!"))
while True:
    if number >= 10 and number <= 100:
        if number % 2 == 0:
            print("It is an even number")
        else:
            print("It is an odd number")
        break
    print("ស្មានភាពមិនត្រួតពេល")
    number = int(input("Enter number!"))
  
```

4) ដំឡើងលក្ខណៈរបស់ខ្លួន



5 input លោក number1, number2, number3

process តើយើរការដែលត្រូវបានធ្វើឡើង ព័ត៌មាននេះ ១ <= x <= 9 ឬបីនេះ បាប្បុរាណនេះ ១ <= x <= 9 ឬបីនេះ
នៅលើលោក ១0 <= x <= 99 ឬបីនេះ ឬបីនេះ

output ជា string ("One-Digit") ឬ string ("Two-Digit") ឬ string ("Three-Digit") ឬ
("Over-Three-Digit")

Variable លោក number ធនាគារ នៃការគ្រប់គ្រងការបង្កើតការសំណើភាព

number2 ធនាគារ នៃការគ្រប់គ្រងការបង្កើតការសំណើភាព 2

number3 ធនាគារ នៃការគ្រប់គ្រងការបង្កើតការសំណើភាព

result ធនាគារ នៃការគ្រប់គ្រងការបង្កើតការសំណើភាព

5 python

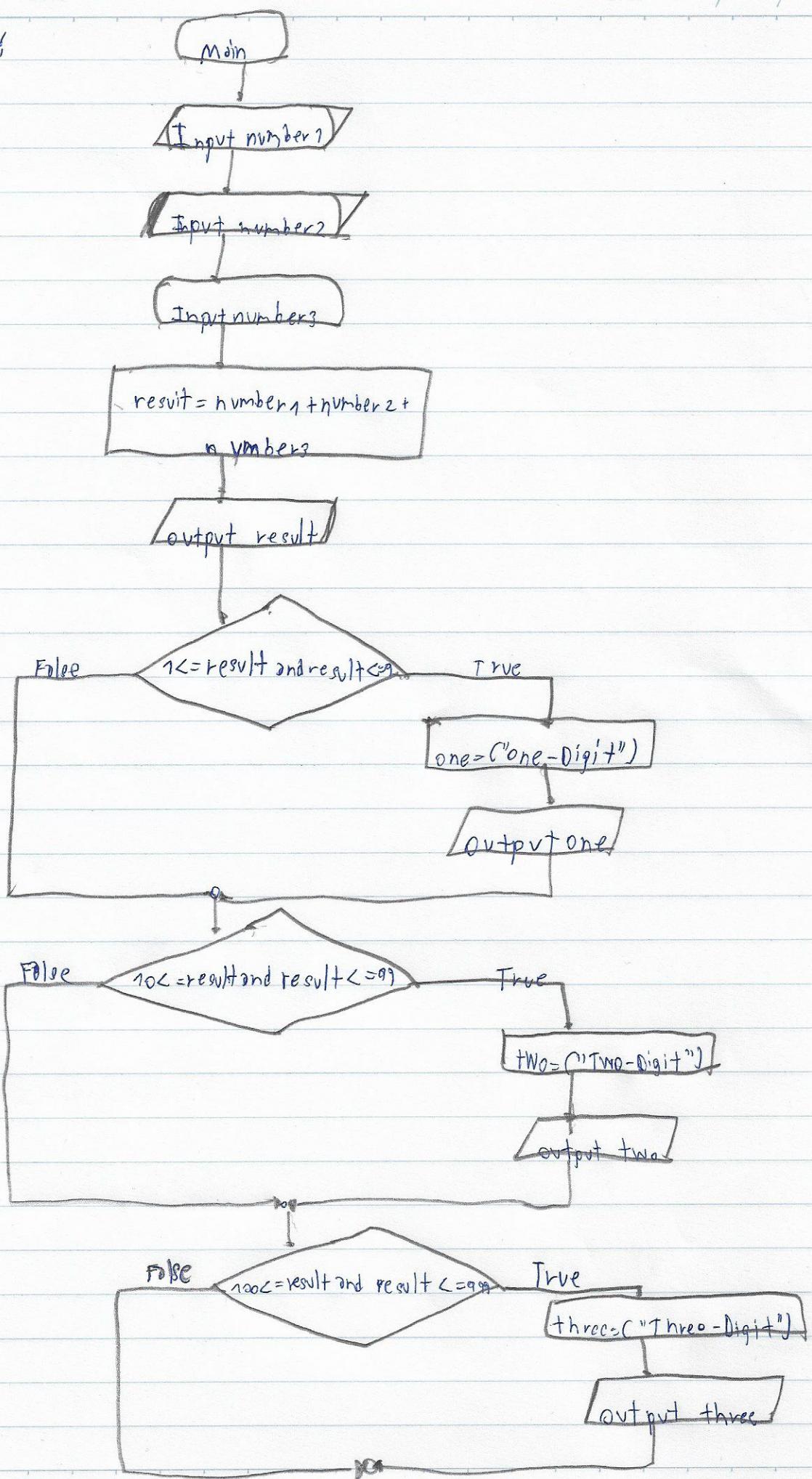
```

number1 = int(input("Enter number:"))
number2 = int(input("Enter number:"))
number3 = int(input("Enter number:"))

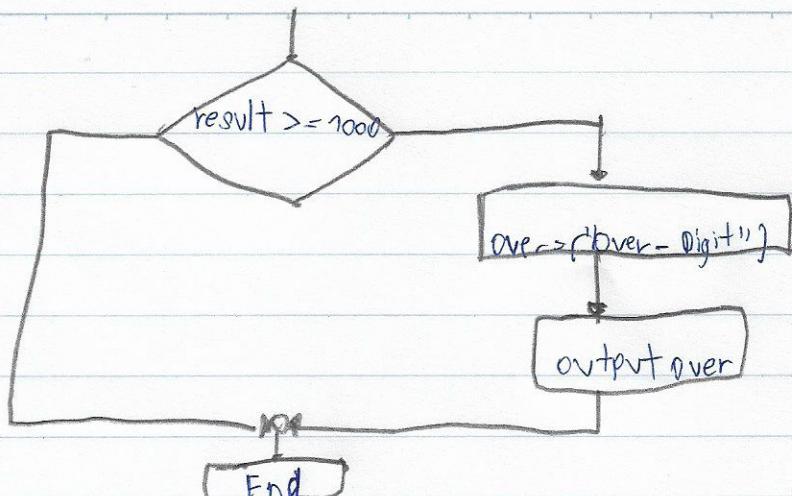
if 1 <= result <= 9:
    print("One-Digit")
elif 10 <= result <= 99:
    print("Two-Digit")
elif 100 <= result <= 999:
    print("Three-Digit")
else:
    print("Over-Three-Digit")

```

5) จัดการชนิดของตัวแปร



5) ພົມມະນາຄົມສັງລາຍການ



6) input a number

process និងការប្រើប្រាស់បច្ចេកទេសរបស់ខ្លួន។ $\angle = x = 100$ ដូចមួយគោលការណ៍ដែលបានបង្ហាញឡើងនៅក្នុងការបង្កើតការងារ។

Qwertyv + 20 string("A") + 20 ("Rr") + 20 ("B") + 20 ("C++") + 20 ("C") + 20 ("D++") + 20 ("D") + 20 ("F")

Variable សំខាន់ស្ថិតិយវិធីរបស់អ្នកគាំទ្រនៅក្នុងការងាររបស់អ្នក

◀ 6) python

```
number = int(input("Enter score:"))
```

While True:

if $0 < \text{number} < 100$:

print("A")

$\beta\alpha L = \text{Number} \leq$

```
print("B+")
```

no less number

elif no <= nvbber <= 10:

```
printf("B")
```

elif $60 < \text{number} \leq 69$:

```
print("C+")
```

elif ss <= number <= 59:

```
print("c")
```

elif set = number 2 = 54;

```
print ("Of")
```

elif 40 <= number <= 49:

```
printf("D")
```

else:

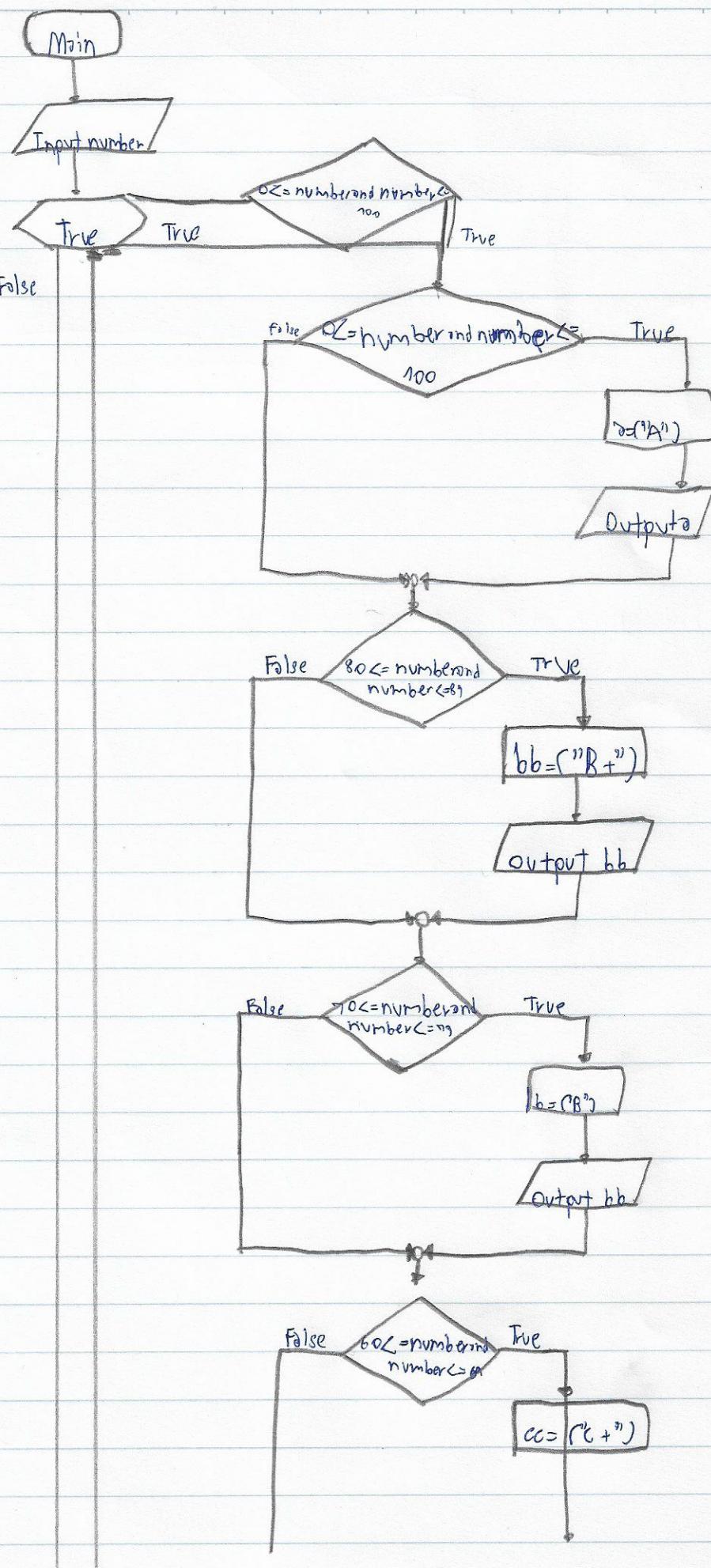
```
print("F")
```

break

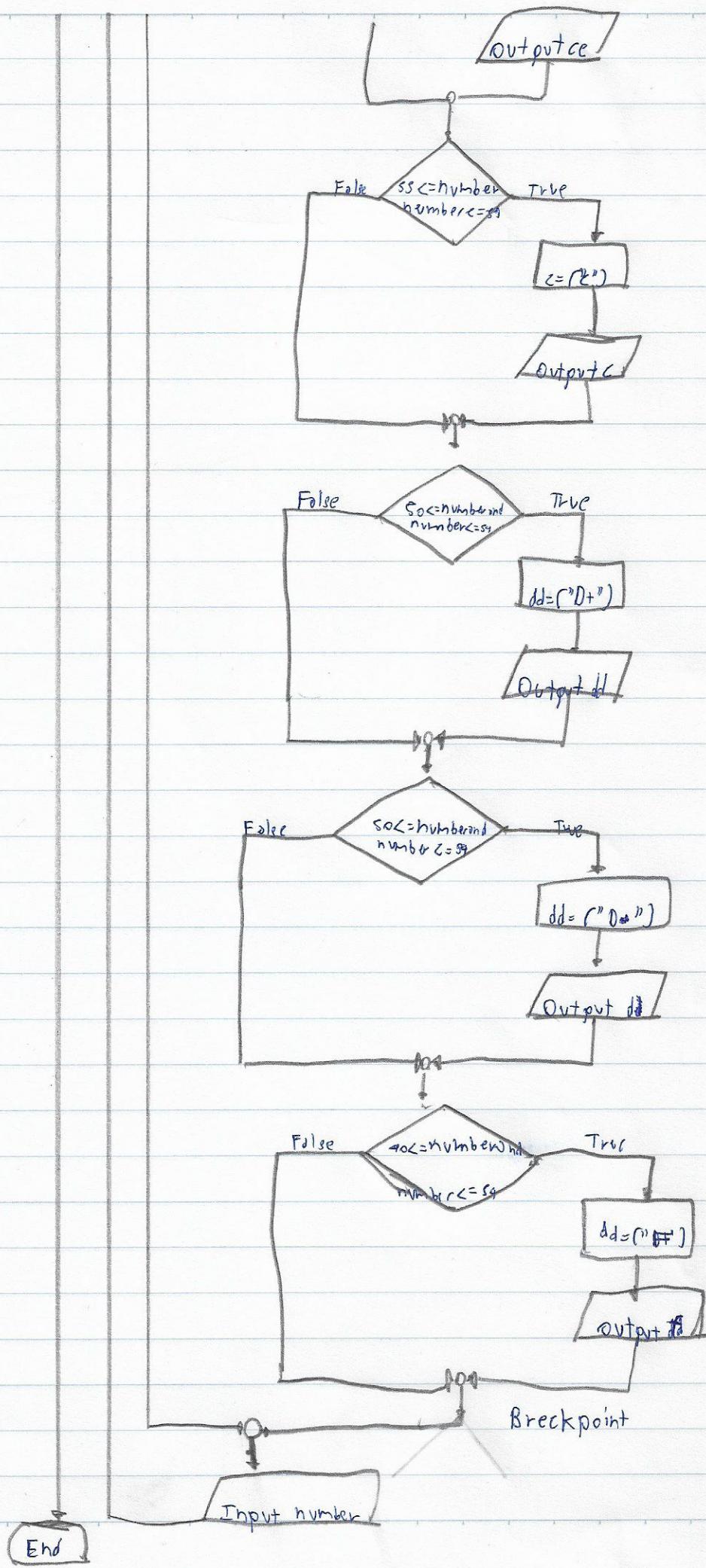
```
print("សារព័ត៌មានពីរាជធានី")
```

```
numbers = int(input("Enter number:"))
```

6) गुणनफल का नियम



6) दोस्रा अंक परिवर्तन करने का





เรื่อง-ภาษาอังกฤษ.....

รหัส..... ห้อง.....

๗) input & alphabet

process ด้าน ๒ นำตัวอักษรที่รับเข้ามาตรวจสอบ ถ้าตัวอักษรเป็นตัวอักษรใหญ่ ผลลัพธ์จะแสดงผลลัพธ์เป็น ASCII code

โดยใช้คำสั่ง for วนลูป range (65, number+1) ตรวจสอบว่าตัวอักษรนั้นๆ คือ chr(i)

Output ด้าน chr(i)

variable ล้วน alphabet ดู ข้อมูลต่อไปนี้ คือชุดตัวอักษรตามลำดับ

number ตัวต่อไปนี้จะเป็น ASCII code ของตัวอักษร เช่น A = 65, B = 66, ..., Z = 90

i ดู ข้อมูลต่อไปนี้ คือชุดตัวอักษรตามลำดับ เช่น A = 65, B = 66, ..., Z = 90

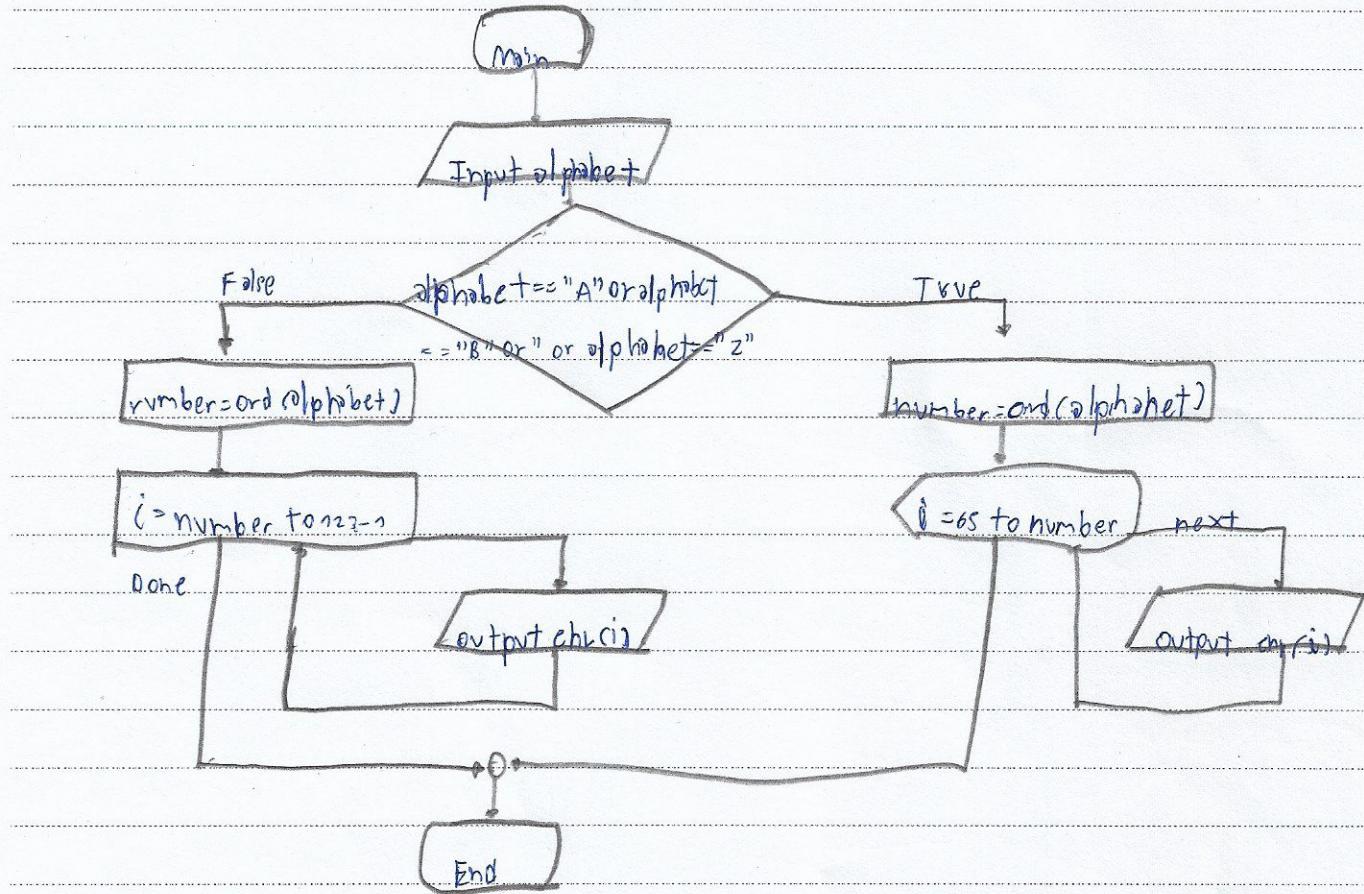
๗) python

```
alphabet = str(input("Enter alphabet:"))
if alphabet == "A" or alphabet == "B" or alphabet == "C" or alphabet == "Z":
    number = ord(alphabet)
    for i in range(65, number+1):
        print(chr(i), end=" ")
else:
    number = ord(alphabet)
    for i in range(number, 123):
        print(chr(i), end=" ")
```



ເຊື້ອ-ຫວຸາງ

сна.....ибо.



๓) input กี่ number

process កំណត់ដោយបានពិនិត្យនៅក្នុងរូបរាងទាំងអស់នៃការរួមចាប់ផ្តើមដែលបានរាយការណ៍

Output is str("It is an even number"), str("It is an odd number")

Variable និង number ត្រូវបានរកចំណាំនៅលើ គុណភាពរបស់វា

నవీన తాత్కాలిక విషయాలలో ప్రముఖ సేవకులు

8) python

while True:

```
number = int(input("Enter number:"))
```

def even_or_odd(number):

$$n \cdot m = \text{number} / 2 = 0$$

return num

if no < number < 99:

if even-or-odd(number) ==:

```
printf("It is an even number")
```

else:

```
print("It is a odd number")
```

break



9) input คือ number1, number2

process คือ คำสั่ง加บเลข ก็จะพิมพ์ จำนวนที่加บกันมาลงหน้าจอภาษาไทย

output คือ num

Variable คือ number 1 คือ ปัญญาต้องนับตั้งแต่ 0 ถึง 100 ขึ้นไป

number 2 คือ ปัญญาต้องนับตั้งแต่ 0 ถึง 100 ขึ้นไป

num คือ ปัญญาต้องนับตั้งแต่ 0 ถึง 100 ขึ้นไป

~~num~~

a) python

while True:

 number1 = int(input("Enter number1:"))

 number2 = int(input("Enter number2:"))

 def find_sum(number1, number2):

 return num

 if 1 <= number1 <= 100 and 1 <= number2 <= 100:

 print("ผลลัพธ์คือ", find_sum(number1, number2))

 break

10) input คือ number1, number2

process คือ รีบต้องการผลรวมของสองตัวแปร จึงต้องให้คำสั่ง加บเลข 2 ตัว

สรุป number1+number2 66+412

output คือ num

Variable คือ number1 คือ รีบต้องการผลรวมของสองตัวแปร จึงต้องให้คำสั่ง加บเลข

number2 คือ รีบต้องการผลรวมของสองตัวแปร จึงต้องให้คำสั่ง加บเลข

num คือ รีบต้องการผลรวมของสองตัวแปร จึงต้องให้คำสั่ง加บเลข



20) python

while True:

```
number1 = int(input("Enter number1:"))
```

```
number2 = int(input("Enter number2:"))
```

```
def find_average(number1, number2):
```

```
    num = (number1 + number2) / 2
```

```
    return num
```

```
if 1 < number1 <= 100 and 1 < number2 <= 100:
```

```
    print("ນຳໄດ້ຮັບວ່າ", find_average(number1, number2))
```

```
    break
```