

## [COSC2429\\_Assignment1\\_2021C](#)

### ✓ 1. Find the 80% Split Number

**Objective:** To find a number in a list of 20 integers where at least 80% of the numbers are equal to or smaller than it.

- **Input**
  - List of 20 integers.
- **Output**
  - A single integer from the list.

**Steps:**

1. **Understand the List:** A list in programming is a collection of items (in this case, integers) that are ordered and changeable.
2. **Sort the List:** To find the 80% split number, you first need to sort the list in ascending order.
3. **Find the Index:** Calculate the index corresponding to 80% of the length of the list. In a list of 20 items, this would be the 16th item (since 80% of 20 is 16).
4. **Retrieve the Number:** Fetch the number at this index from the sorted list.
5. **Return the Number:** This number is the one where 80% of the numbers in the list are equal to or less than it.

```
1 def find_split_80(integer_list):
2     if not integer_list or len(integer_list) != 20:
3         raise ValueError("The list must contain exactly 20 integers.")
4
5     sorted_list = sorted(integer_list)
6     # Finding the number where 80% of numbers are equal to or smaller than it
7     index = int(len(sorted_list) * 0.8) - 1
8     return sorted_list[index]
```

### ✓ 2. Estimate $\pi$ with Random Points

**Objective:** To estimate the value of  $\pi$  by generating random points and checking how many fall inside a unit circle. the value of  $\pi$ .

- **Input**
  - Number of random points to generate.
- **Output**
  - Estimated value of  $\pi$ .

**Steps:**

1. **Understand the Concept:** Imagine a square with a circle inside it. The ratio of the area of the circle to the square can be used to estimate  $\pi$ .
2. **Generate Points:** Use a random number generator to create points within the square.
3. **Check Points Inside Circle:** For each point, check if it lies inside the circle (distance from center  $\leq$  radius, which is 1).
4. **Calculate  $\pi$ :** The ratio of points inside the circle to the total points, multiplied by 4, gives an estimate of  $\pi$ .
5. **Return the Estimate:** The calculated value is your estimated  $\pi$ .

```

1 import random
2 import math
3
4 def estimate_pi(num_points):
5     """
6     Estimates the value of pi using the Monte Carlo method.
7
8     Parameters:
9     num_points (int): The number of random points to generate.
10
11     Returns:
12     float: The estimated value of pi.
13     """
14
15     # Initialize the count of points inside the circle
16     points_inside_circle = 0
17
18     # Generate points and count how many fall inside the unit circle
19     for _ in range(num_points):
20         x, y = random.uniform(-1, 1), random.uniform(-1, 1) # Generate random x, y coordinates
21         distance = math.sqrt(x**2 + y**2) # Calculate the distance from the origin
22         if distance <= 1:
23             points_inside_circle += 1 # Point is inside the circle
24
25     # Calculate the estimated pi
26     estimated_pi = 4 * points_inside_circle / num_points
27
28     return estimated_pi
29
30 # Example usage:
31 # Estimate pi using 1,000,000 random points
32 estimated_pi = estimate_pi(1000000)
33 estimated_pi

```

3.142856

### > 3. Calculate Flour Order for Pizzas

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### > 4. Draw a Stacked Bar Chart with Turtle

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