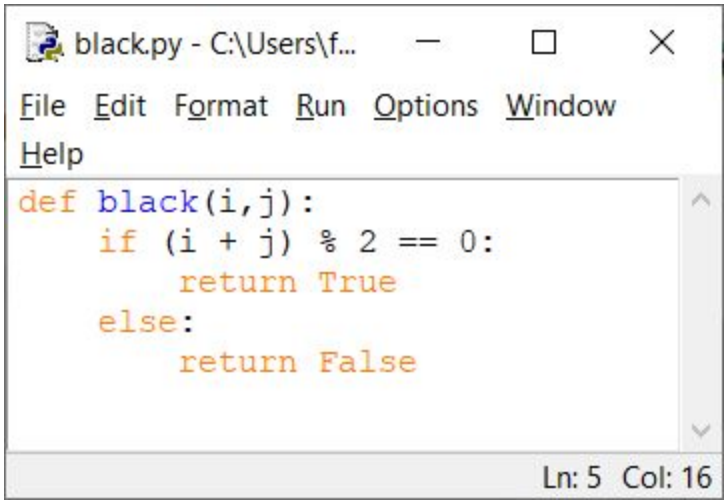
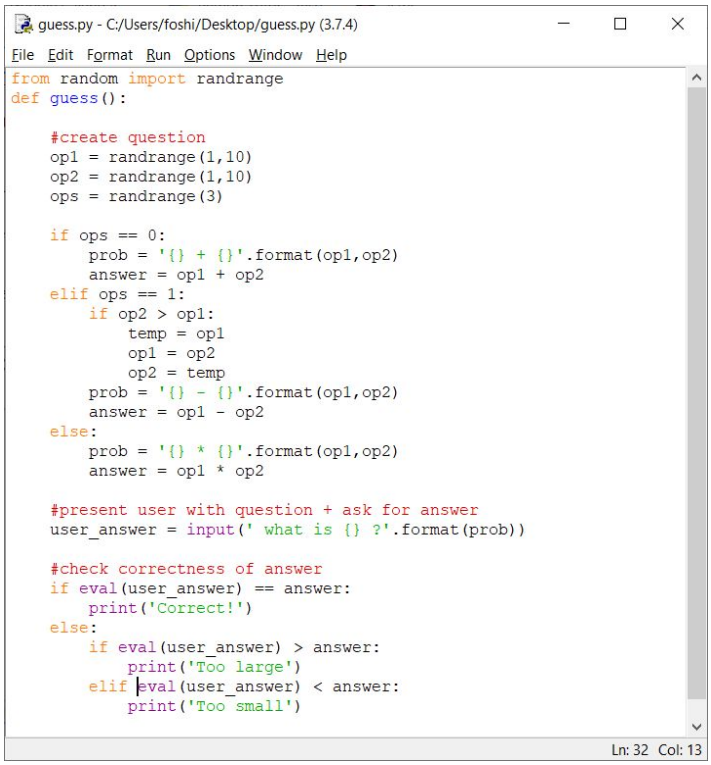
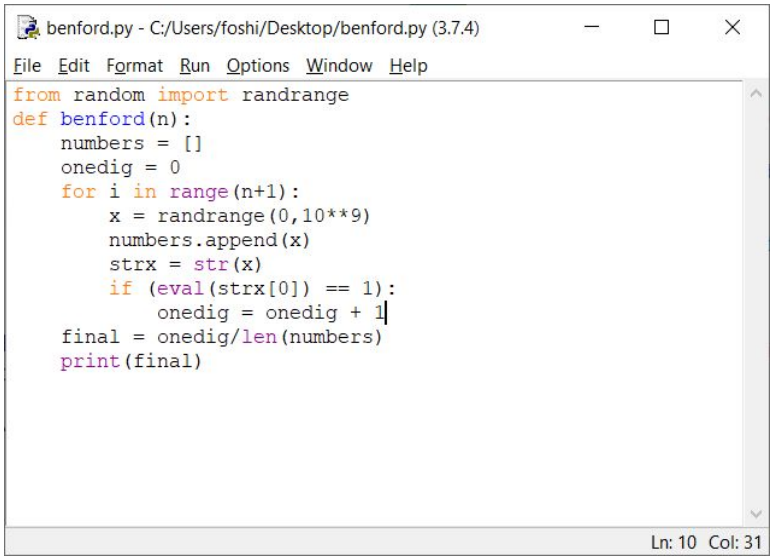

black.py - C:\Users\f...
File Edit Format Run Options Window
Help
def black(i,j):
if (i + j) % 2 == 0:
return True
else:
return False
Ln: 5 Col: 16


guess.py - C:/Users/foshi/Desktop/guess.py (3.7.4)
File Edit Format Run Options Window Help
from random import randrange
def guess():
#create question
op1 = randrange(1,10)
op2 = randrange(1,10)
ops = randrange(3)
if ops == 0:
prob = '{} + {}'.format(op1,op2)
answer = op1 + op2
elif ops == 1:
if op2 > op1:
temp = op1
op1 = op2
op2 = temp
prob = '{} - {}'.format(op1,op2)
answer = op1 - op2
else:
prob = '{} * {}'.format(op1,op2)
answer = op1 * op2
#present user with question + ask for answer
user_answer = input(' what is {} ?'.format(prob))
#check correctness of answer
if eval(user_answer) == answer:
print('Correct!')
else:
if eval(user_answer) > answer:
print('Too large')
elif eval(user_answer) < answer:
print('Too small')
Ln: 32 Col: 13


benford.py - C:/Users/foshi/Desktop/benford.py (3.7.4)
File Edit Format Run Options Window Help
from random import randrange
def benford(n):
numbers = []
onedig = 0
for i in range(n+1):
x = randrange(0,10**9)
numbers.append(x)
strx = str(x)
if (eval(strx[0]) == 1):
onedig = onedig + 1
final = onedig/len(numbers)
print(final)
Ln: 10 Col: 31