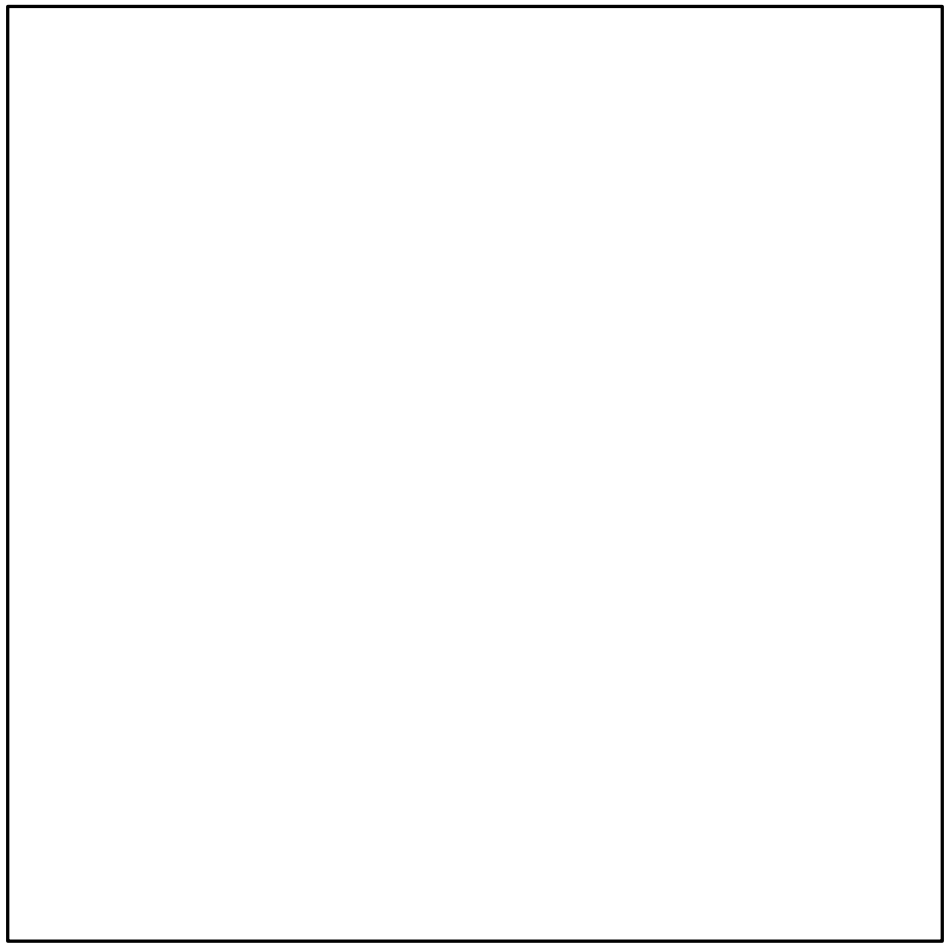
activité

Langages et programmation

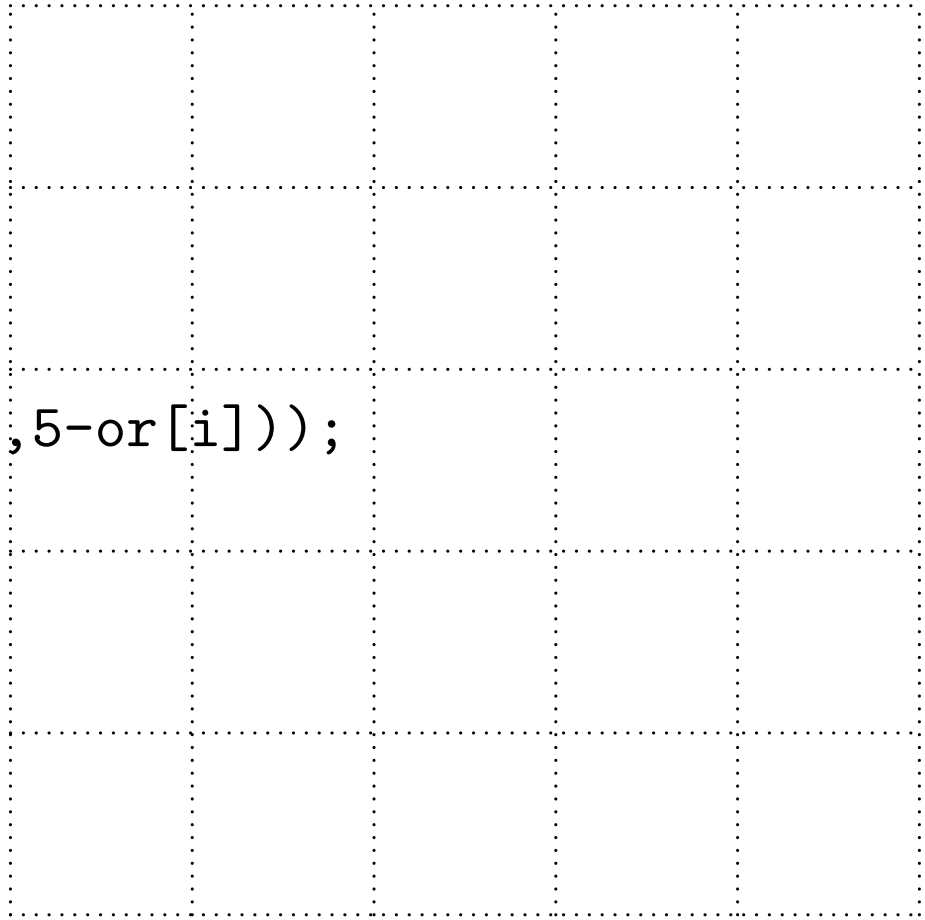
Année 2019 2020

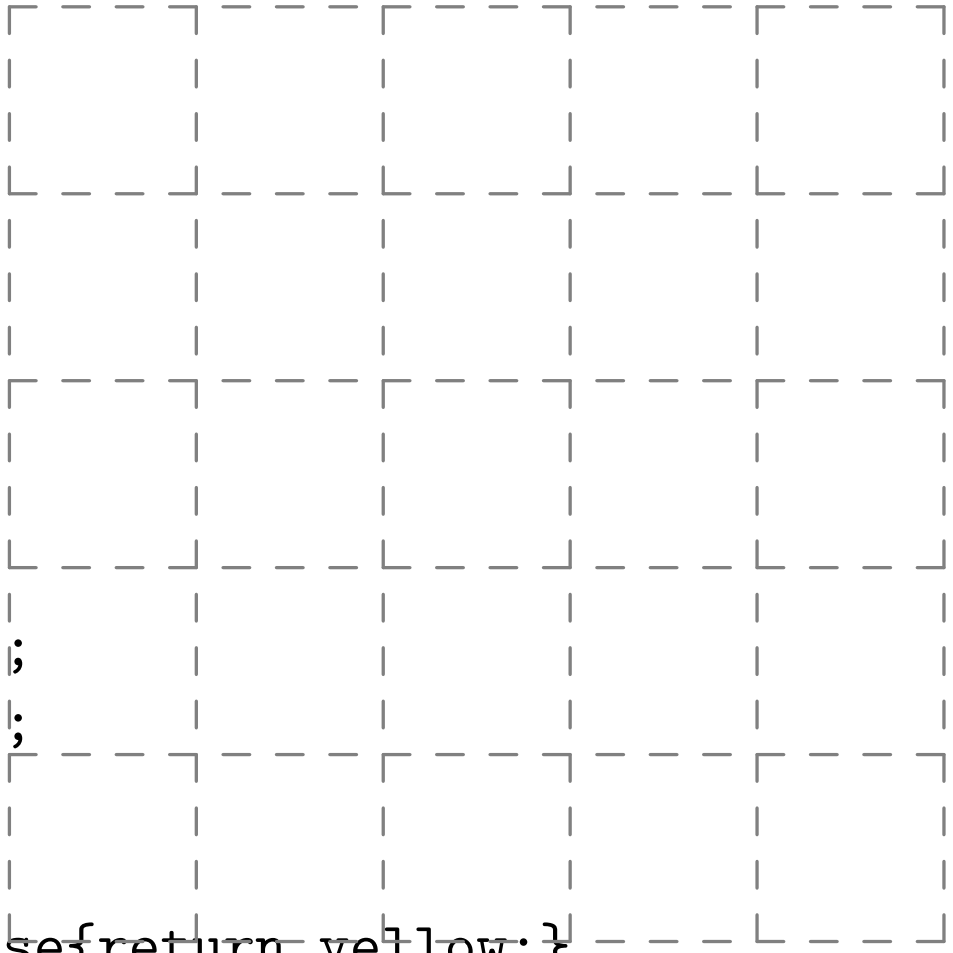
Asymptote est un langage qui a pour but de produire des dessins. Voici différents scripts (à gauche) et leur sortie (à droite). Mais les dessins n'ont pas été finis, car certaines lignes sont commentée par les caractères //. Exécuter ce code et terminer les dessins.

```
unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
for(int i=1;i<10;i=i+1){
  //draw((i,0)--(0,10-i),red);
  //draw((i,10)--(10,10-i),green);
}
```



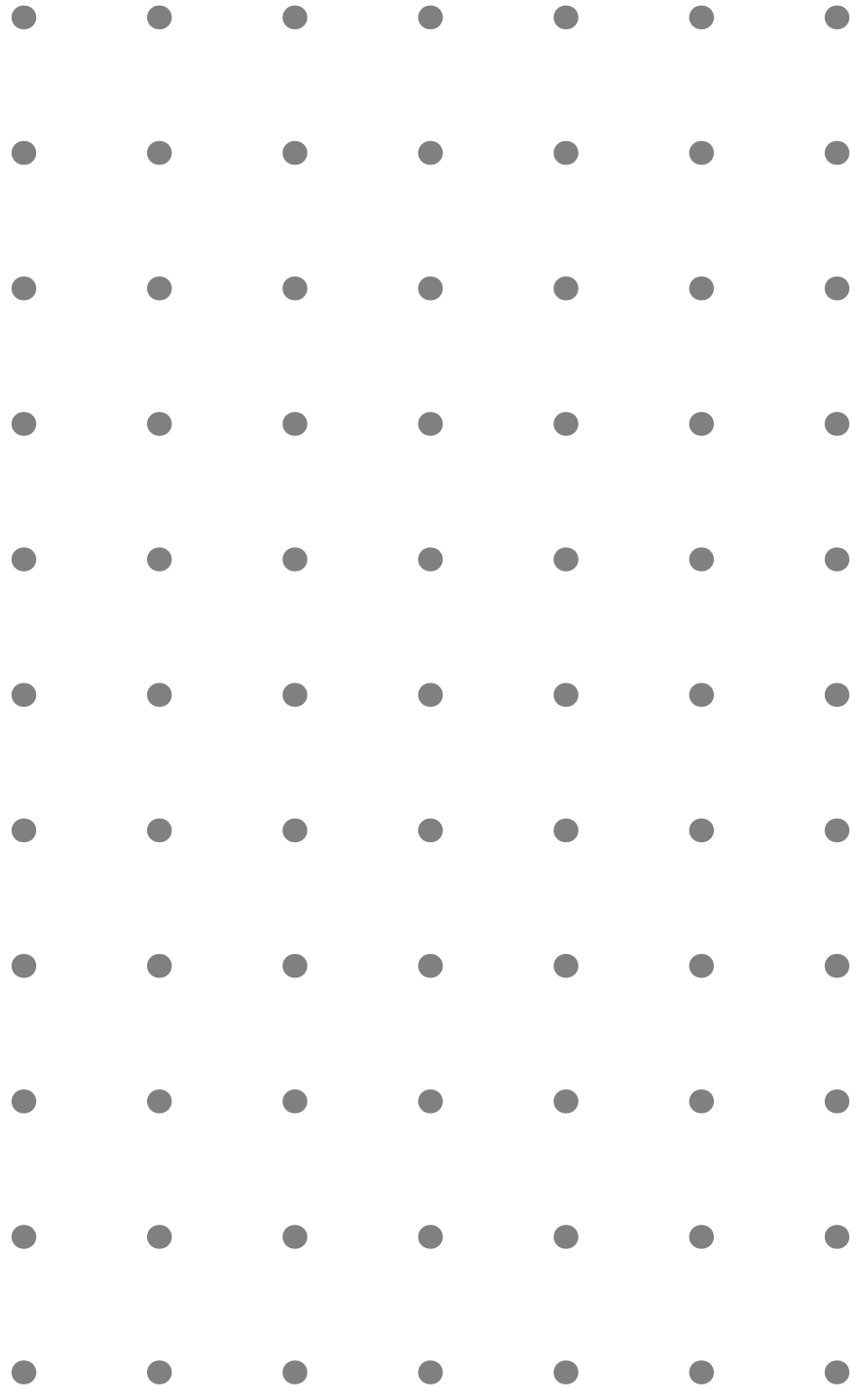
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```





```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey);
  draw((i,0)--(i,5),dashed+grey);
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```

```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
}
int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



```
unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
for(int i=1;i<10;i=i+1){
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  //draw((i,10)--(10,10-i),green);
}
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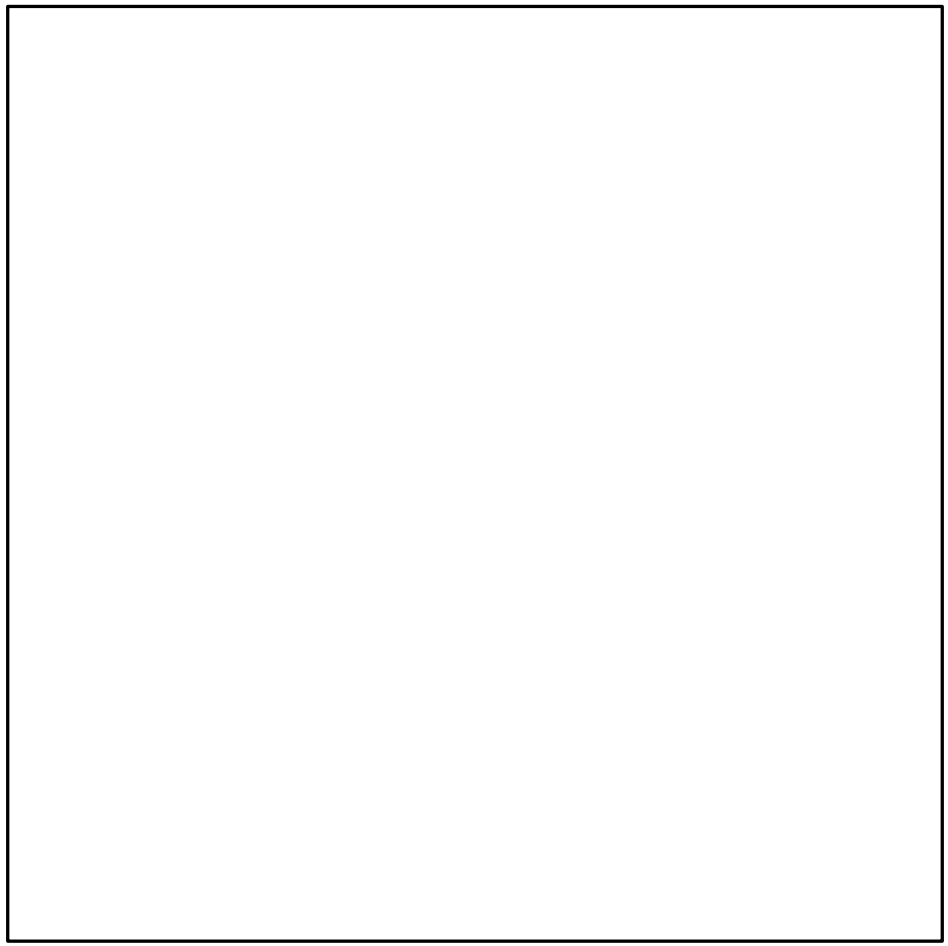

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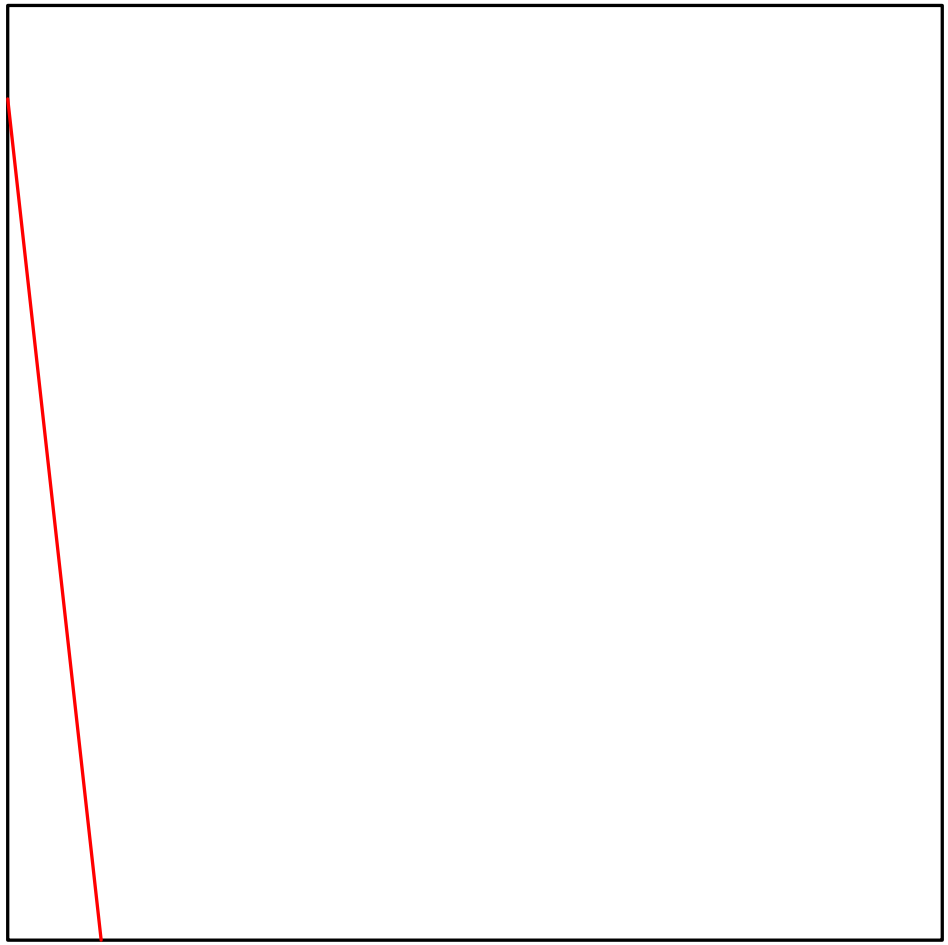

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unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
for(int i=1;i<10;i=i+1){
  //draw((i,0)--(0,10-i),red);
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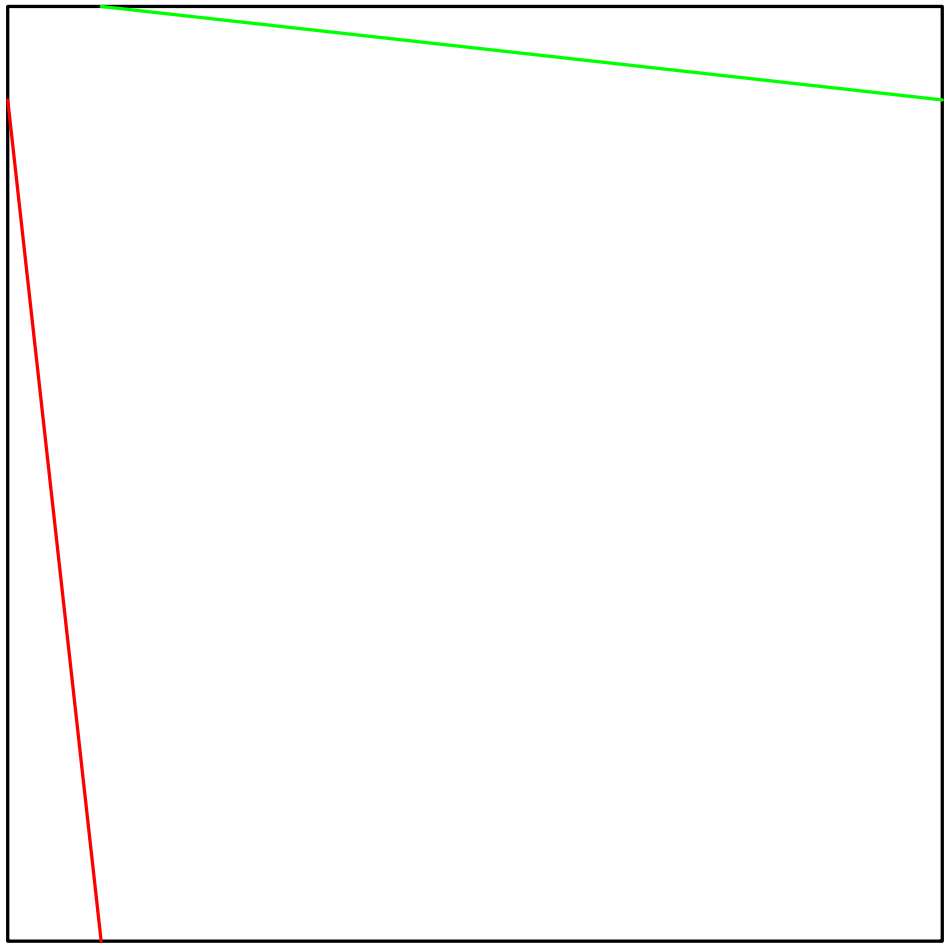

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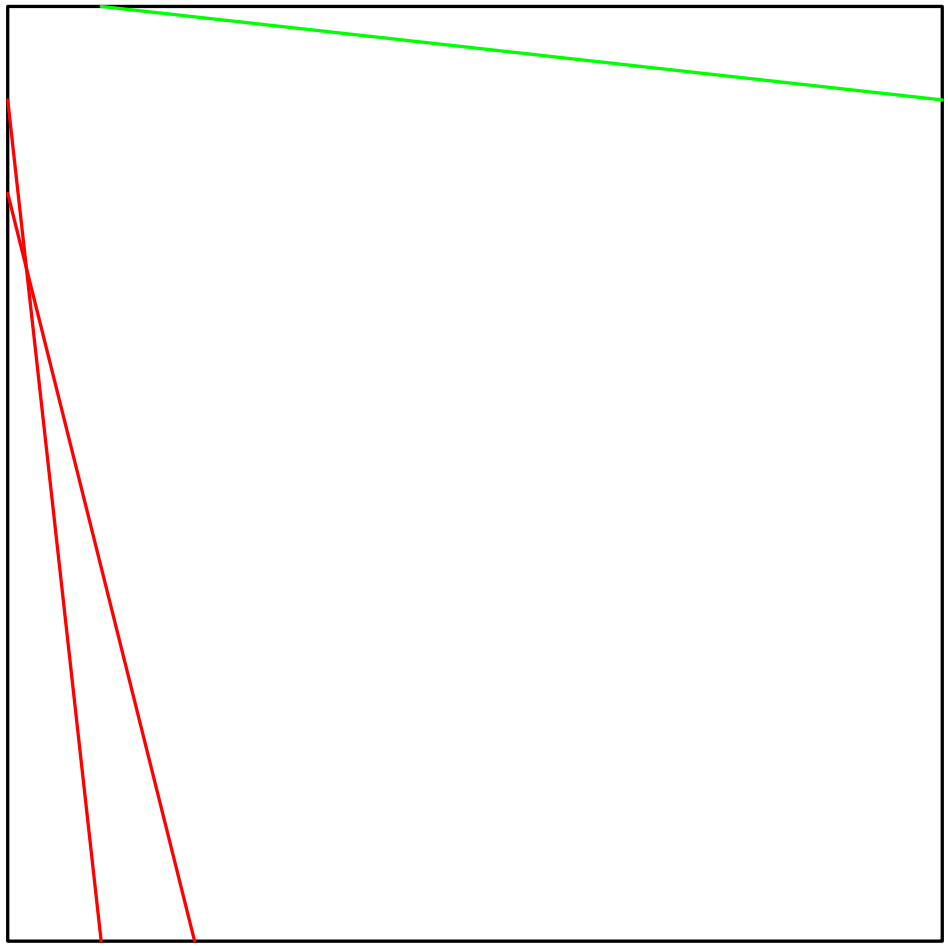

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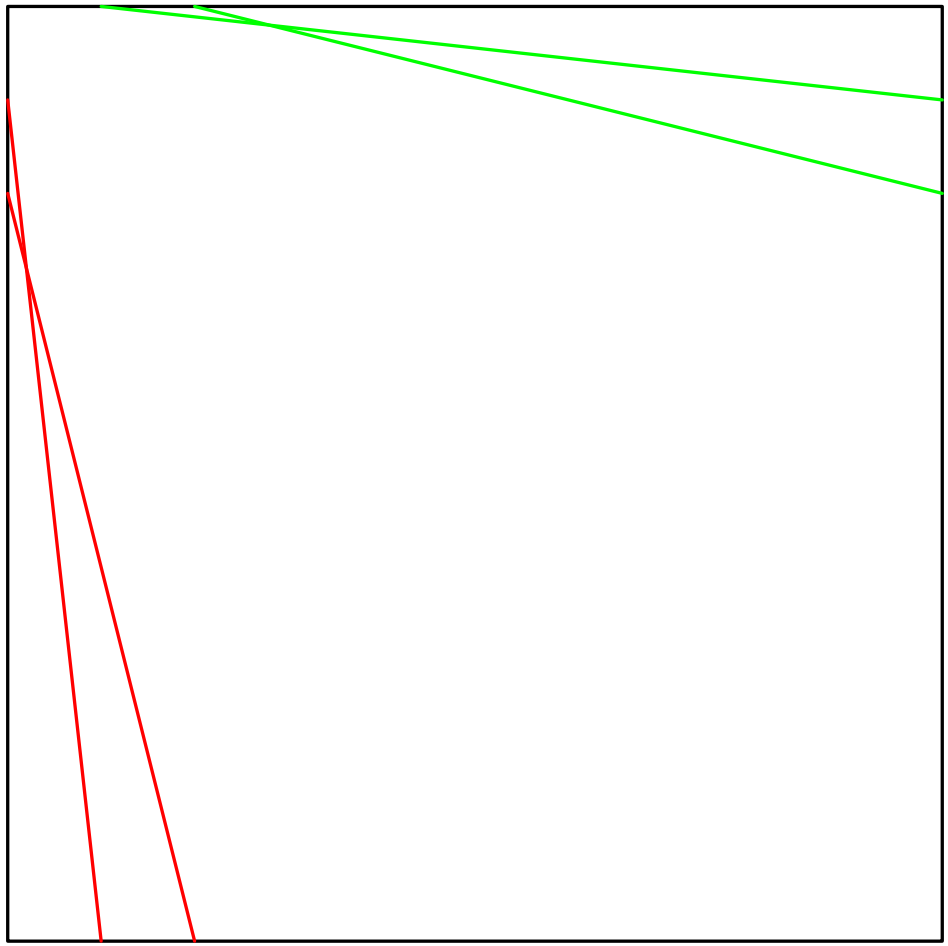

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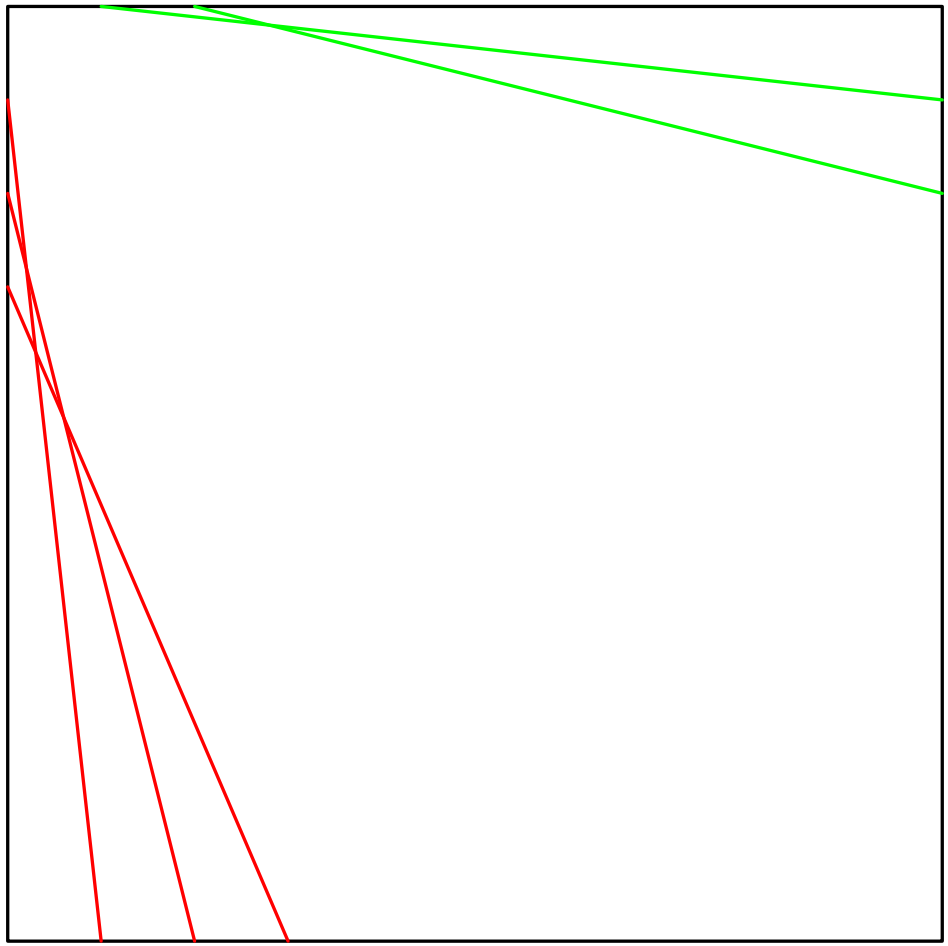

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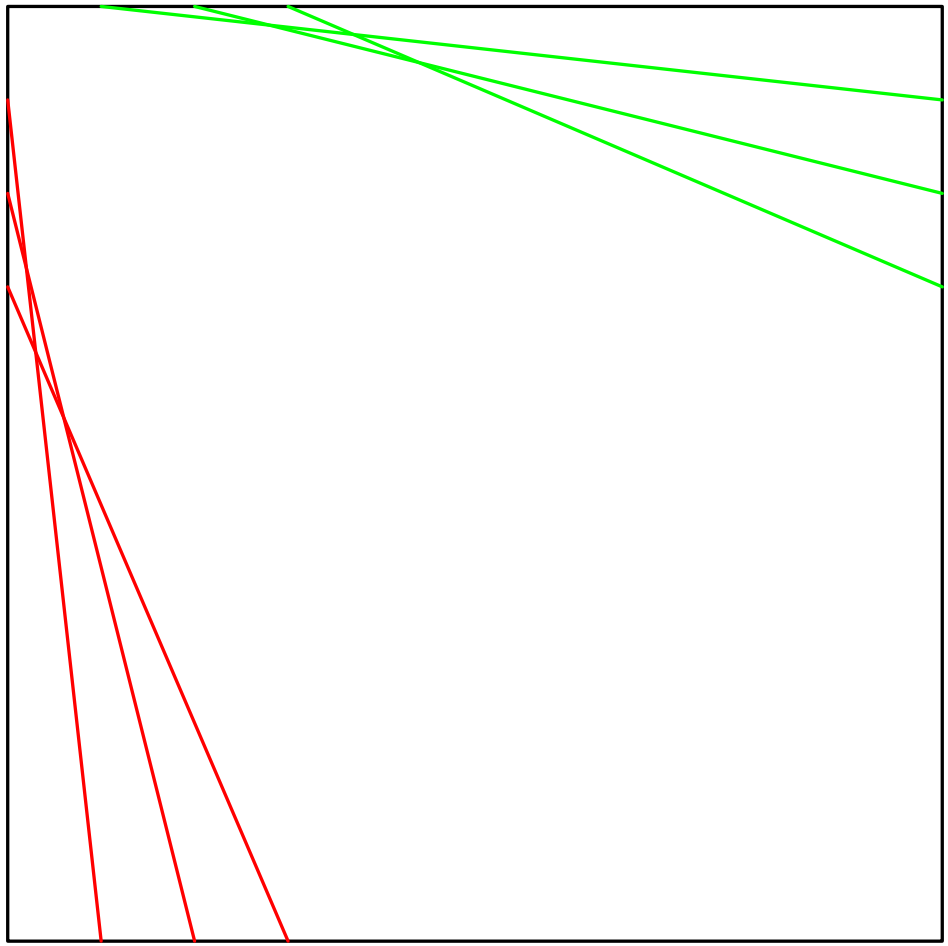

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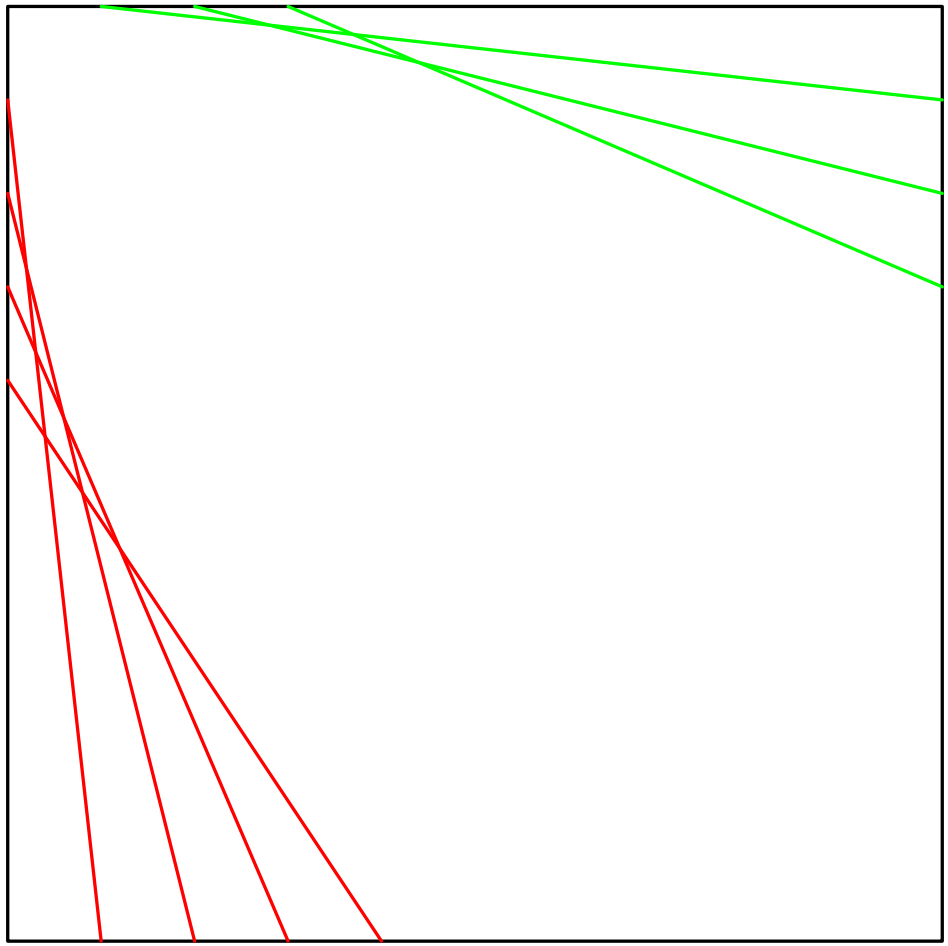

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}
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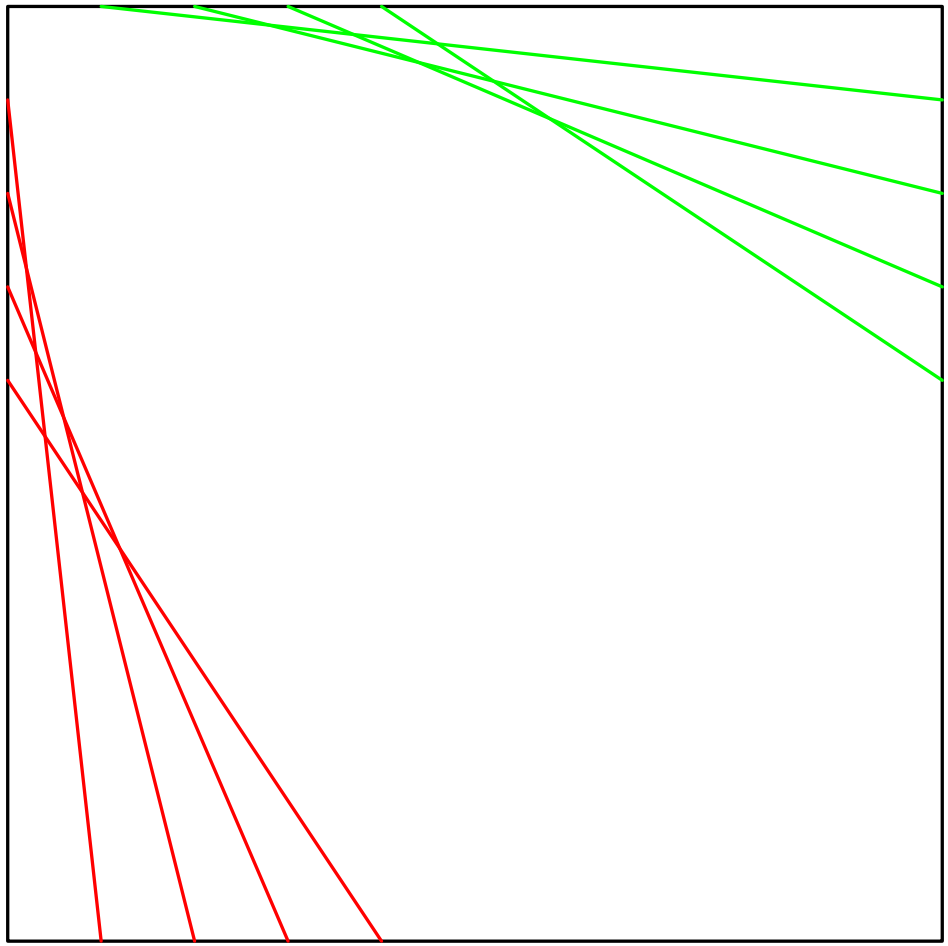

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}
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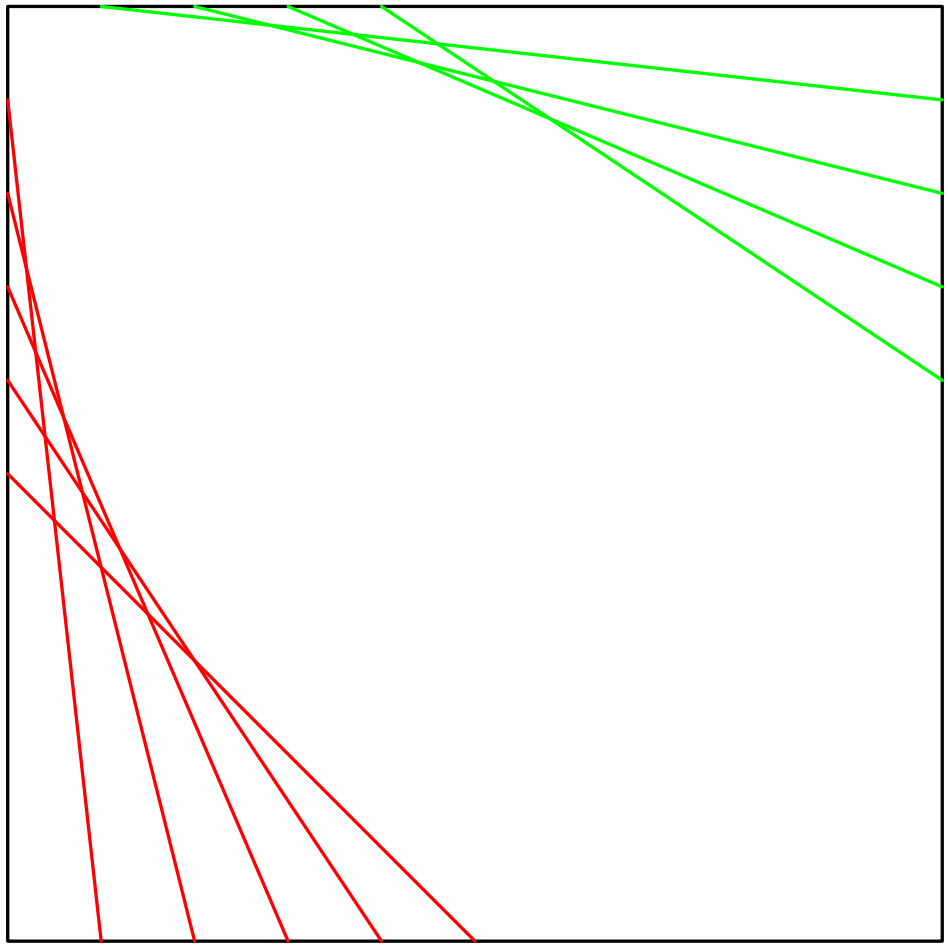

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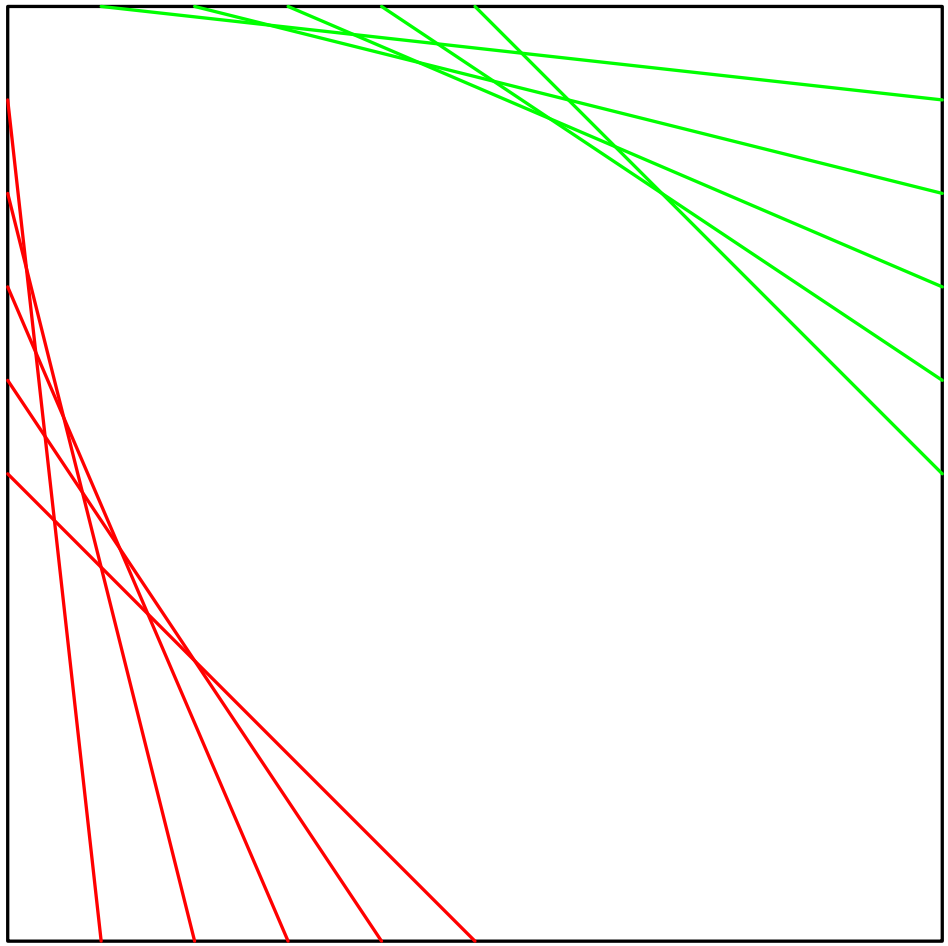

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}
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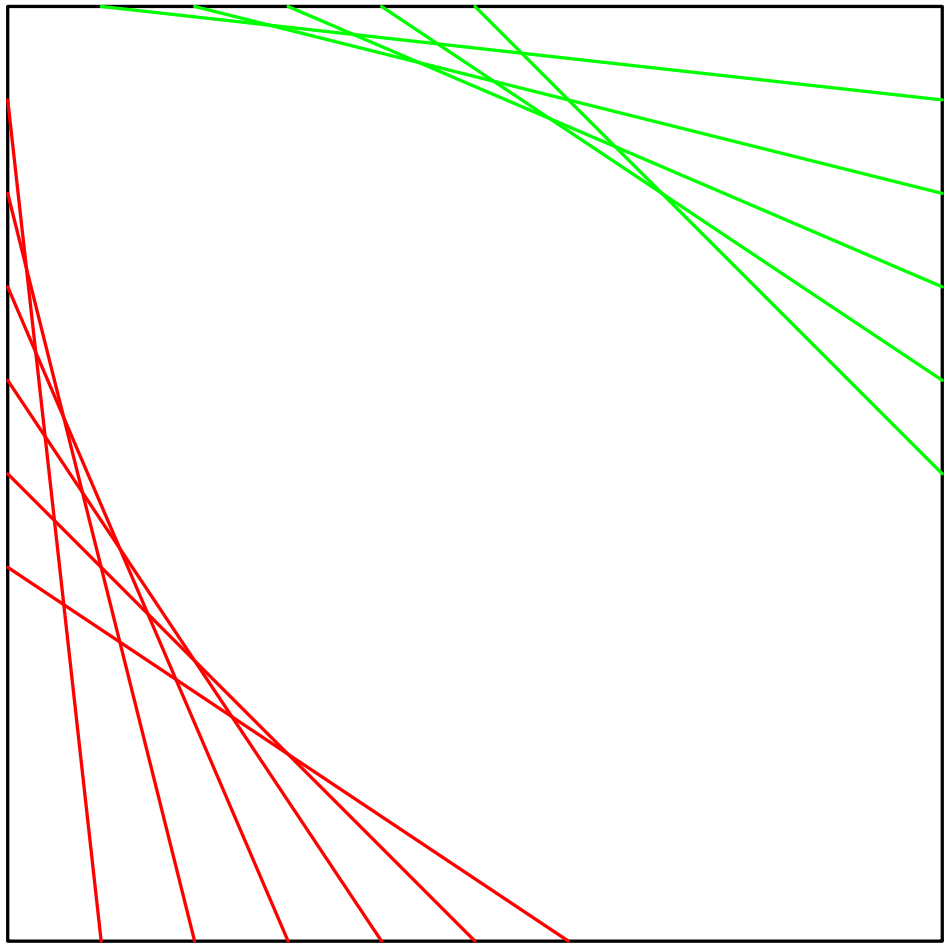

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}
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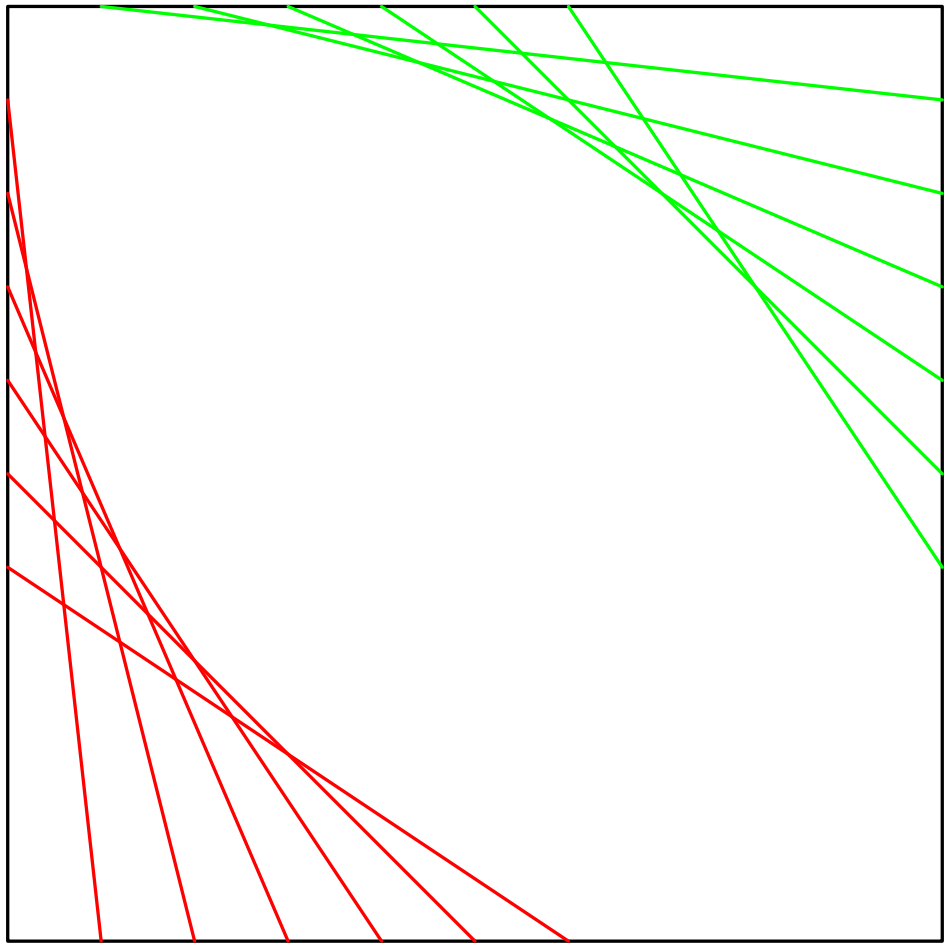

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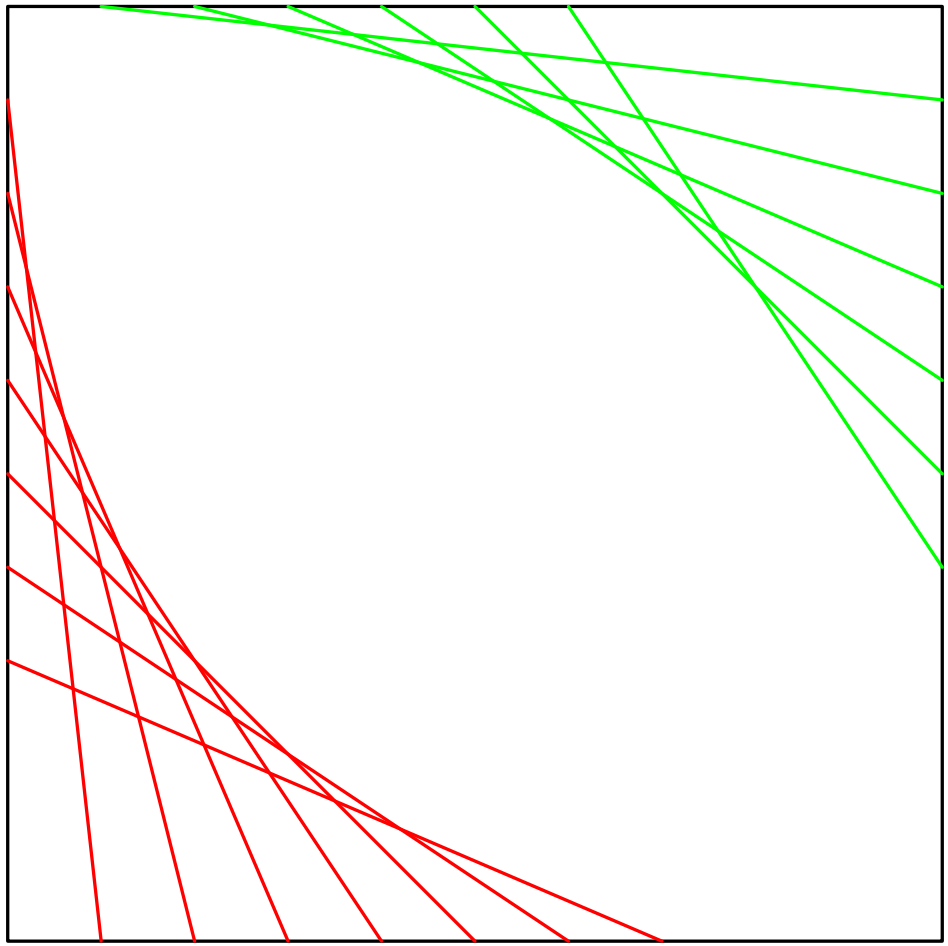

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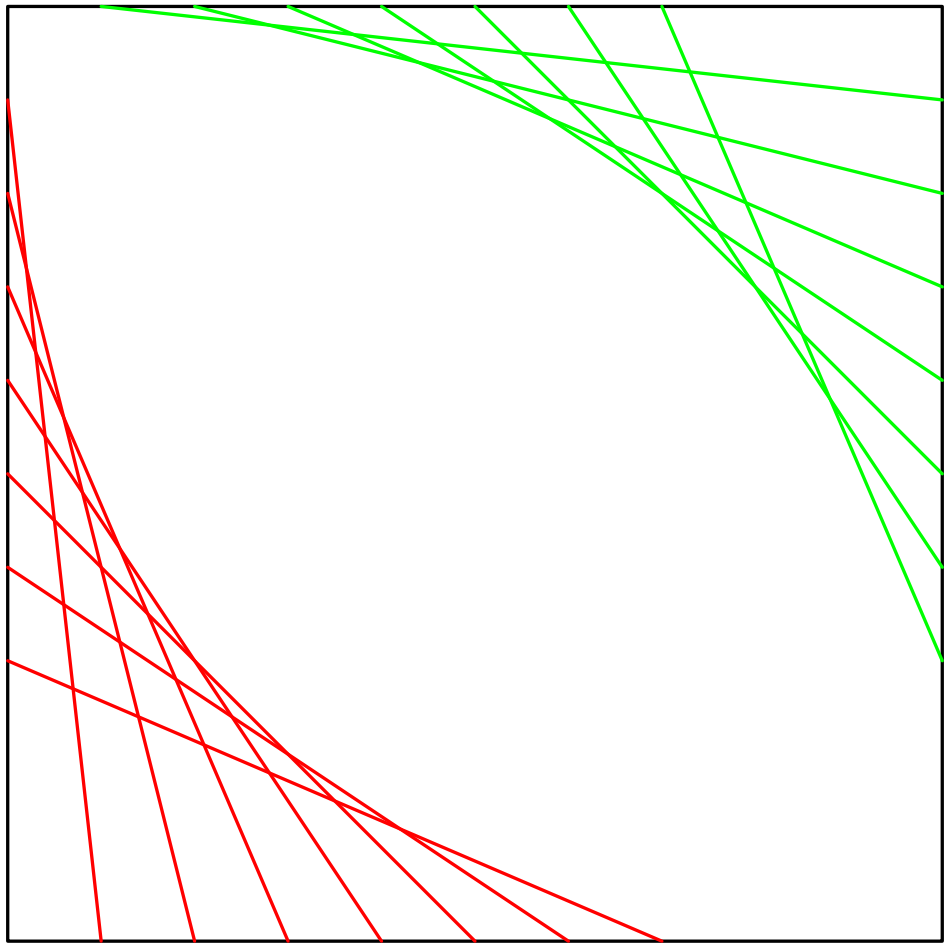

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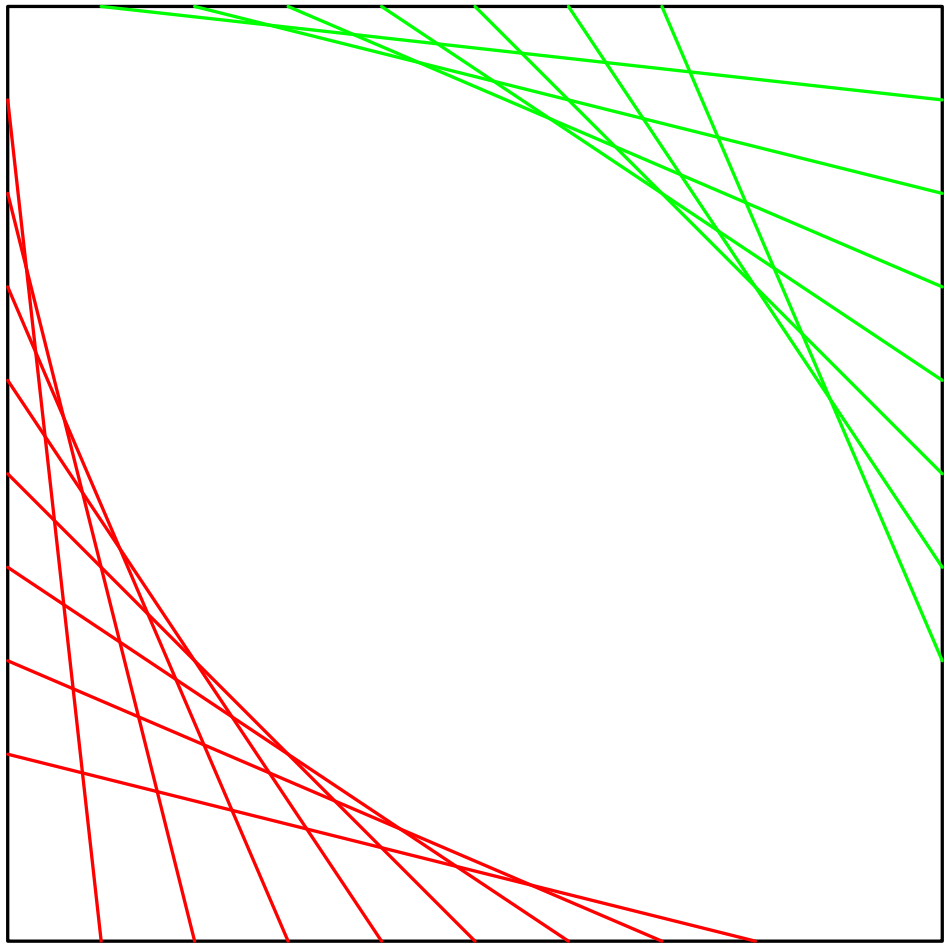

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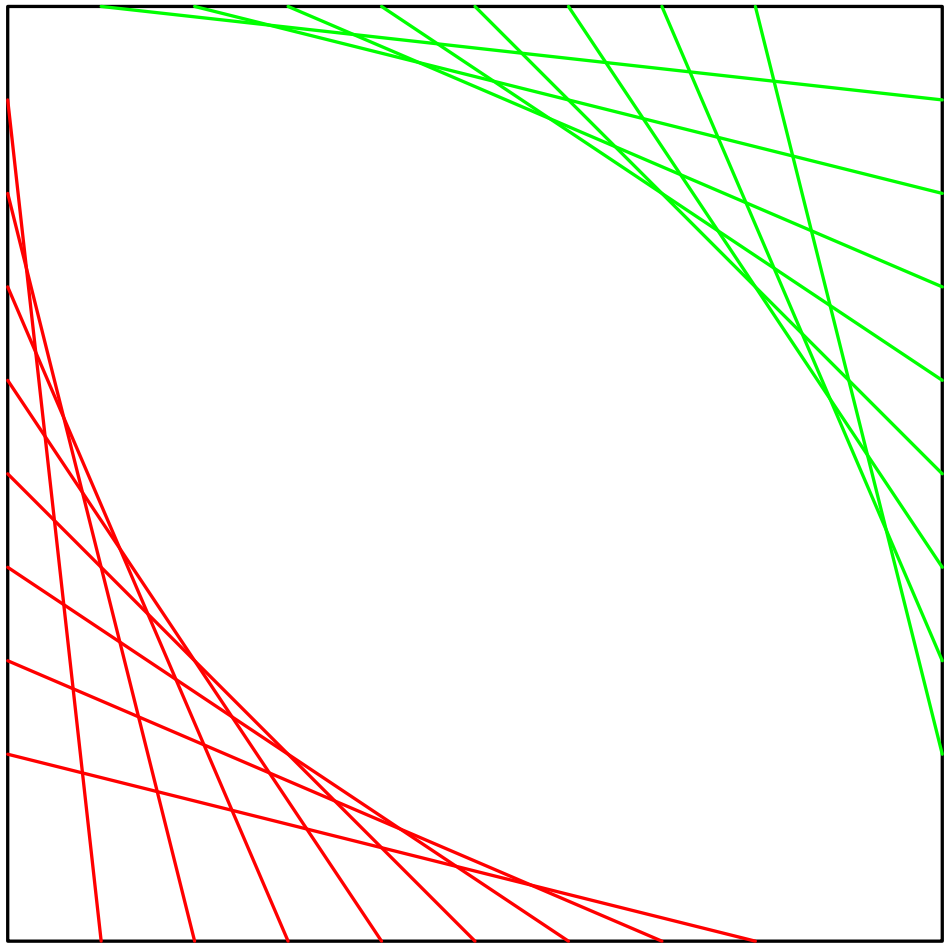

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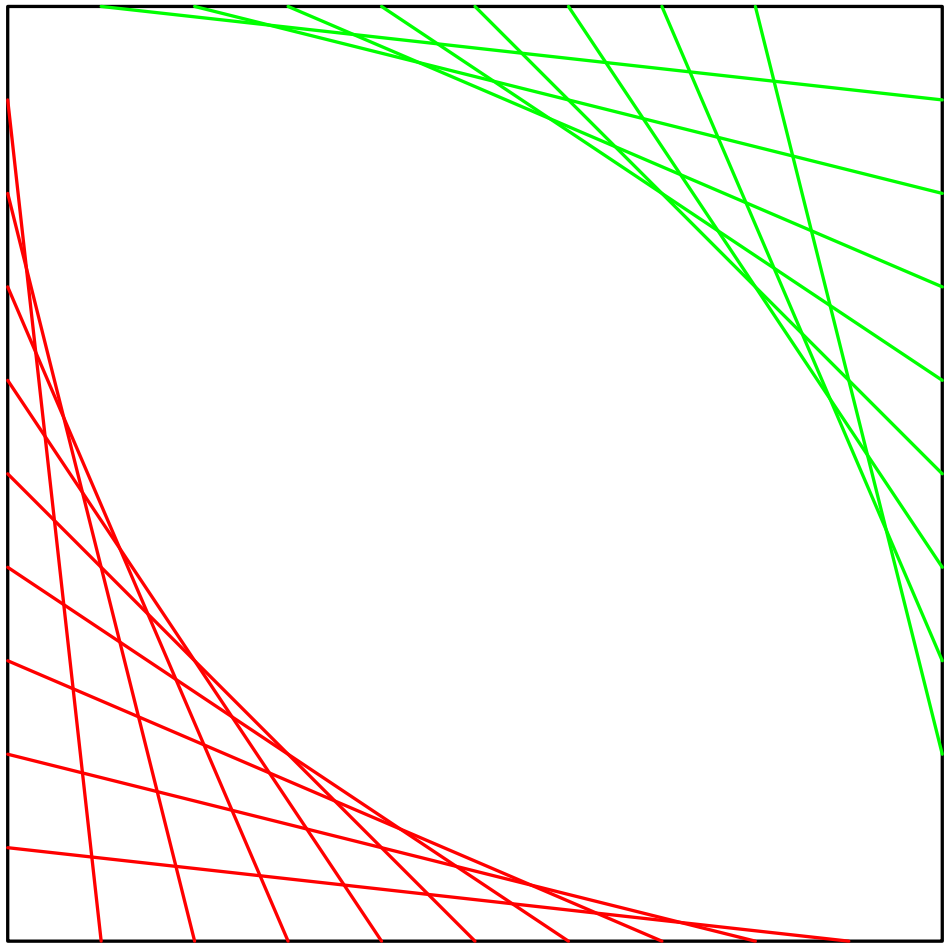

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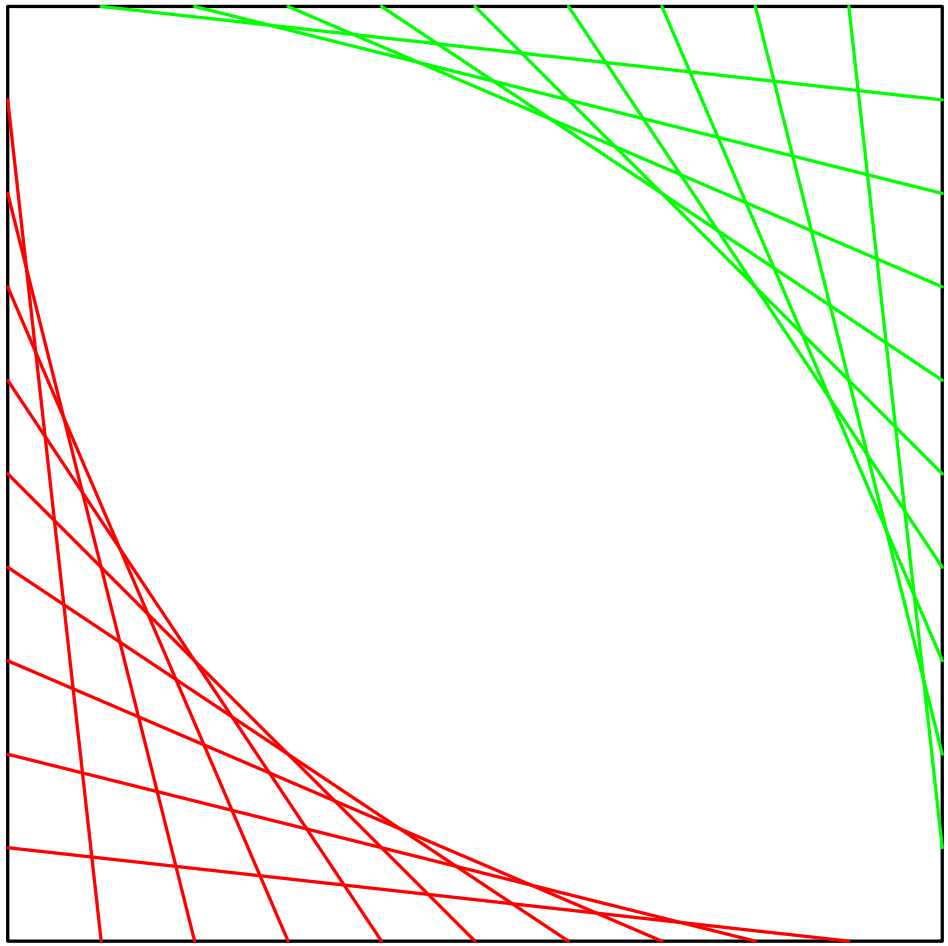
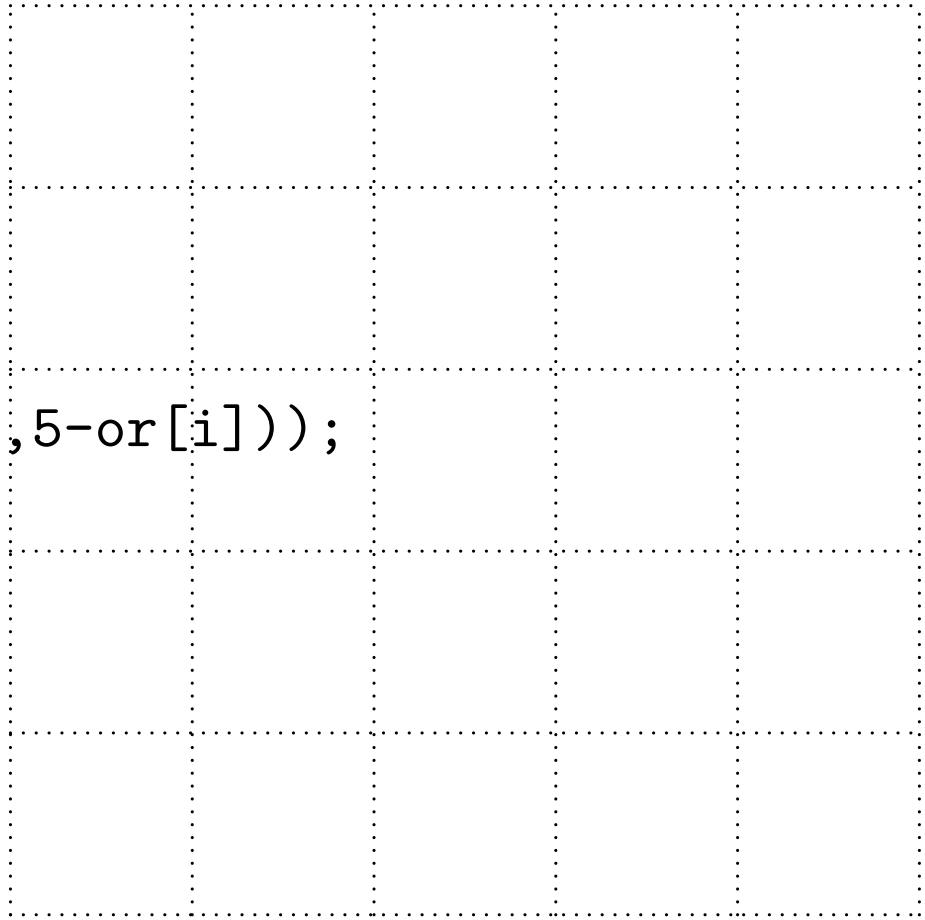


```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



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for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
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  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
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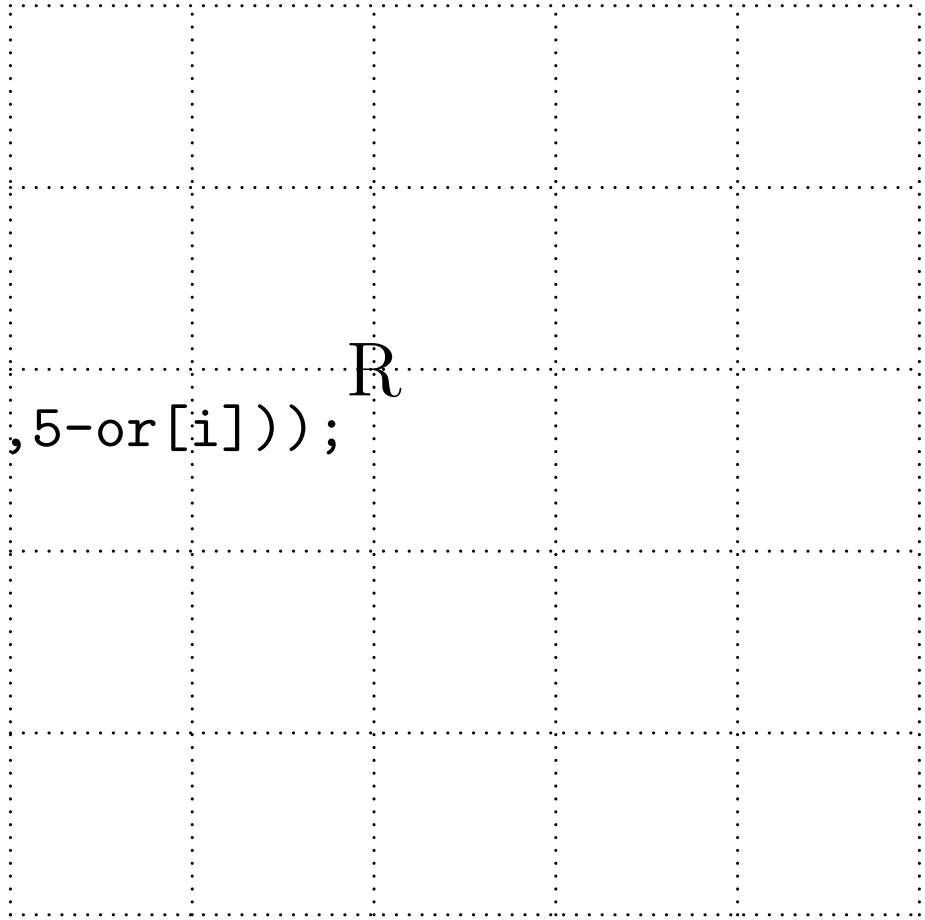

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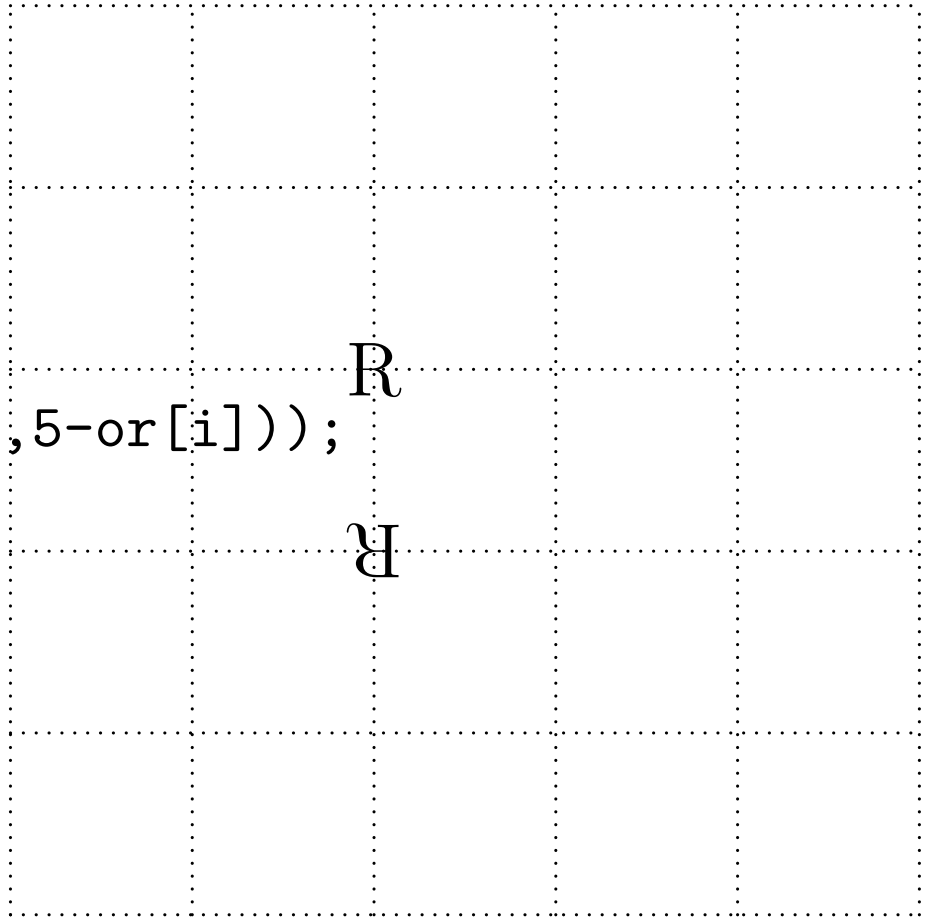

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string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
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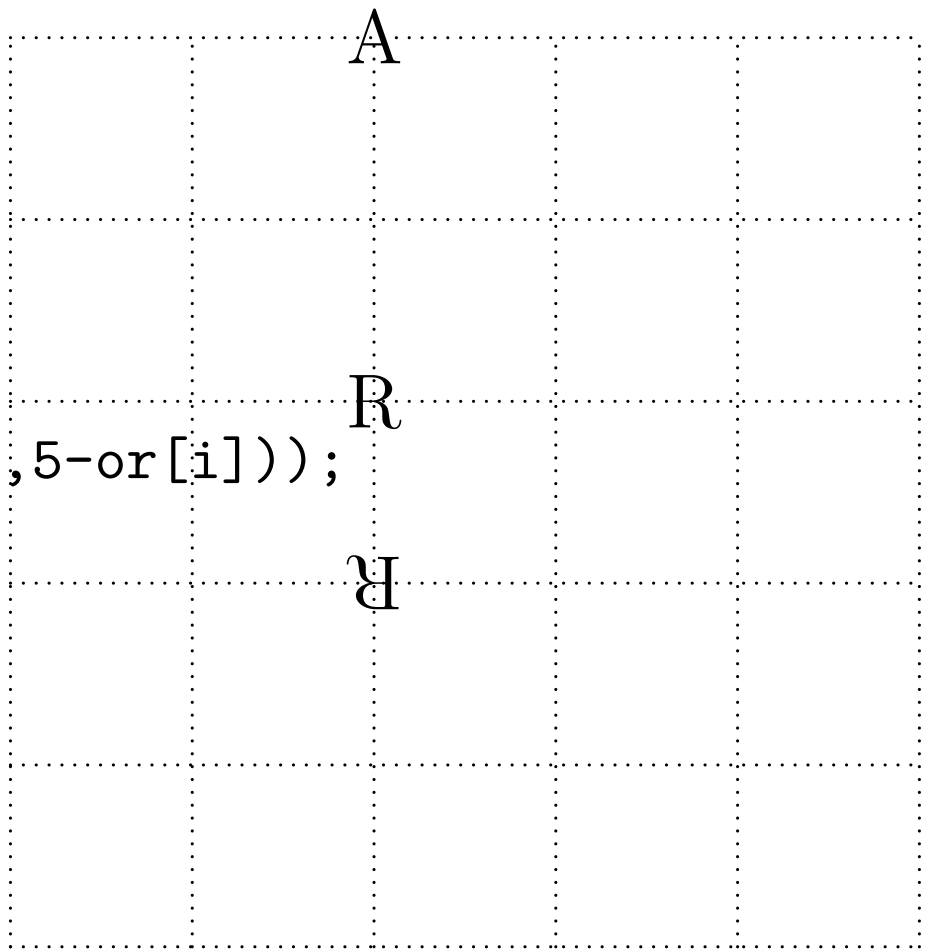

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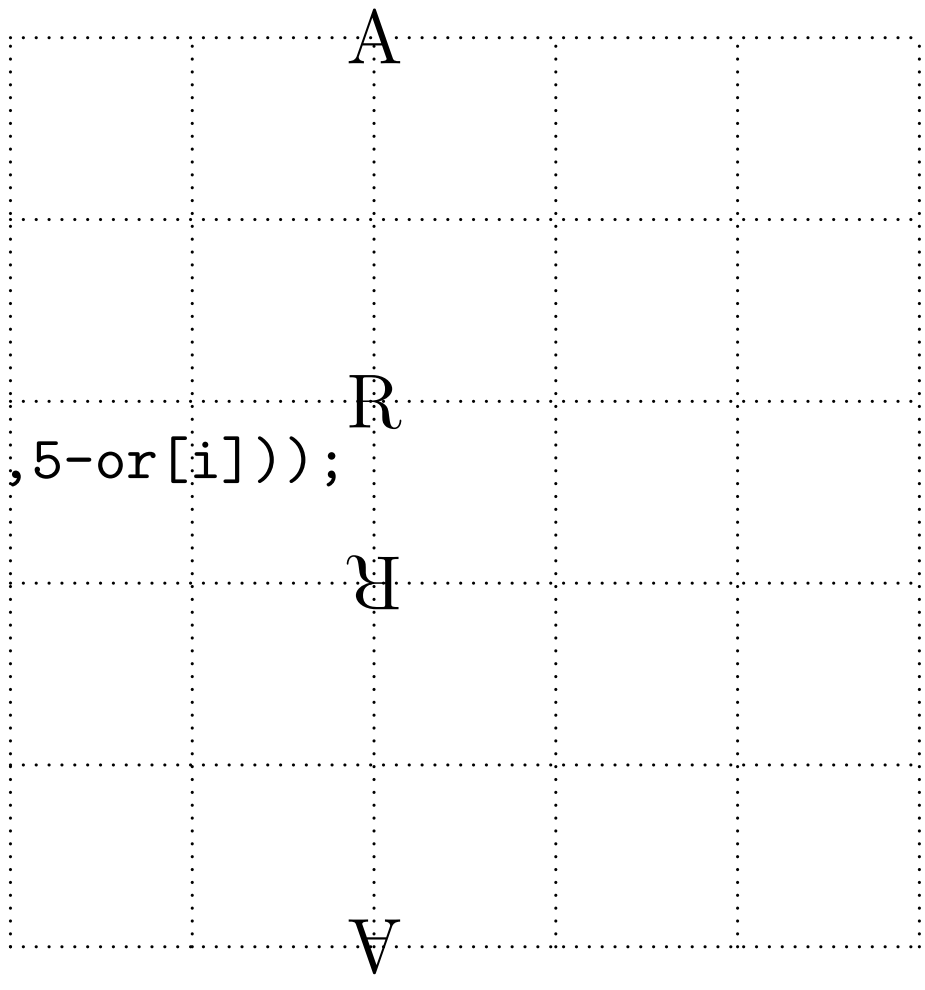

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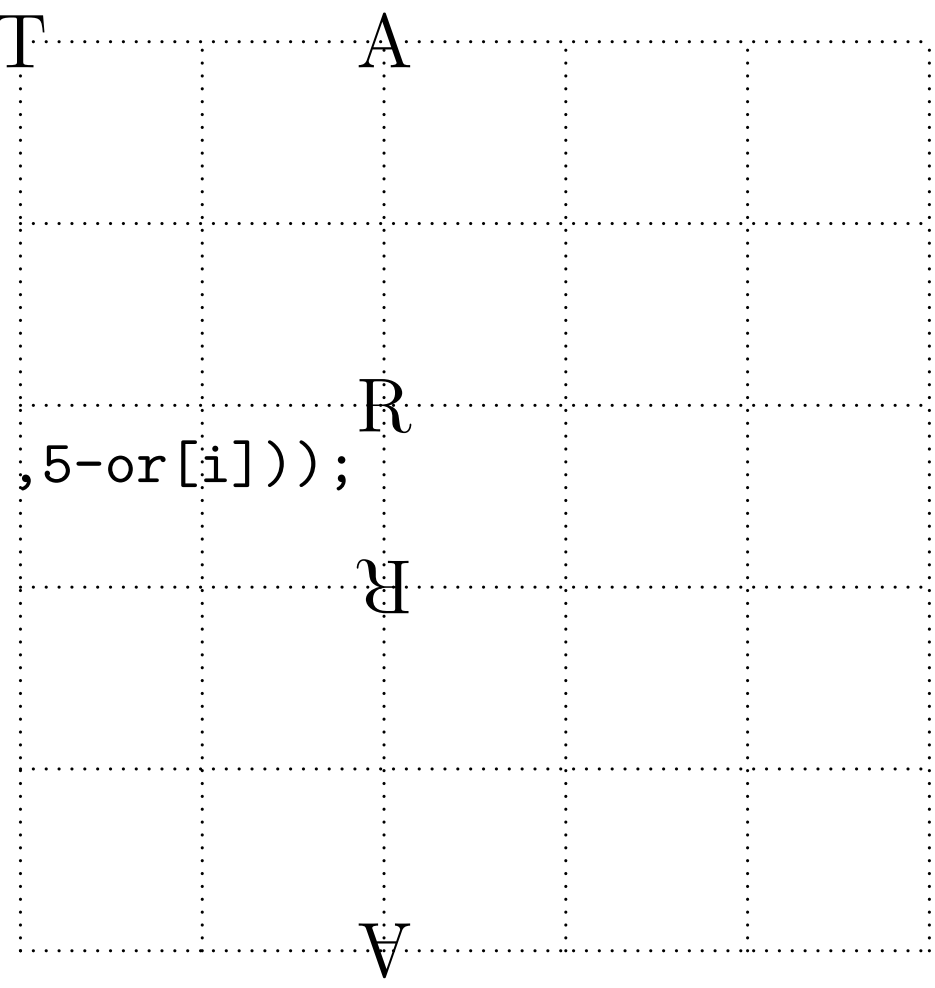

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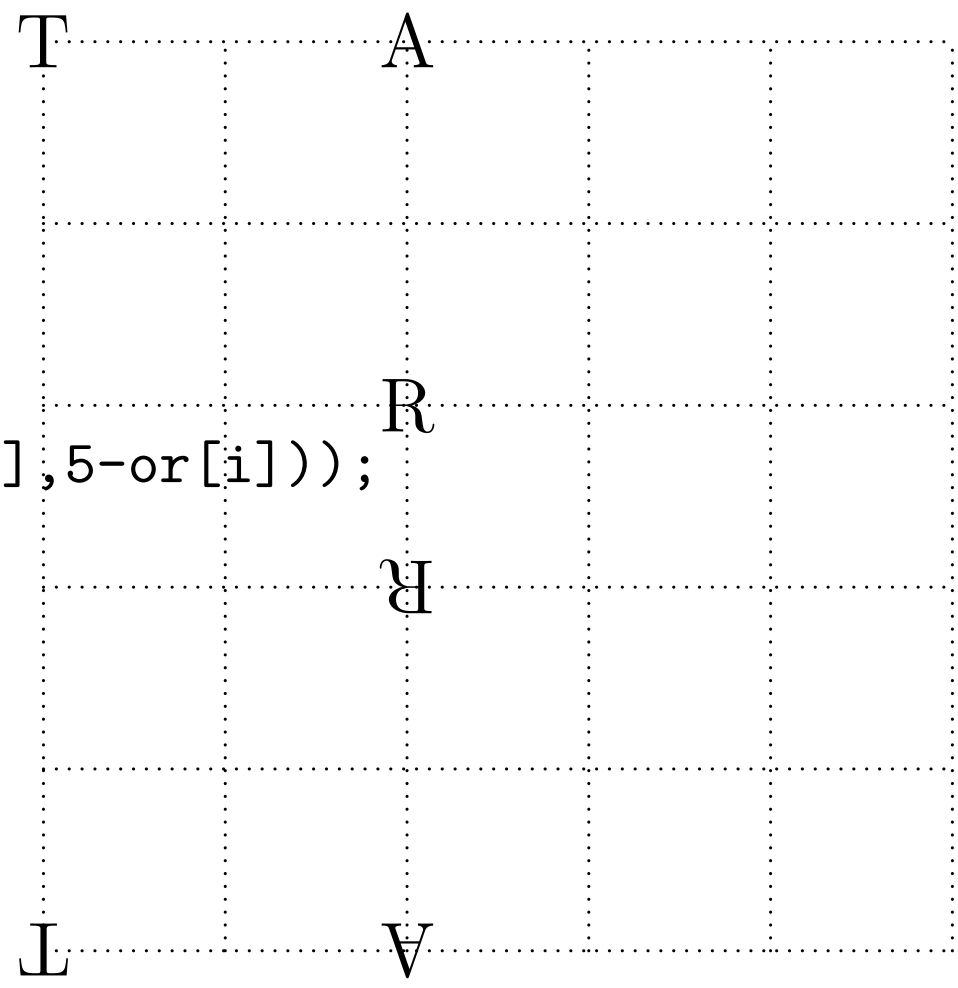
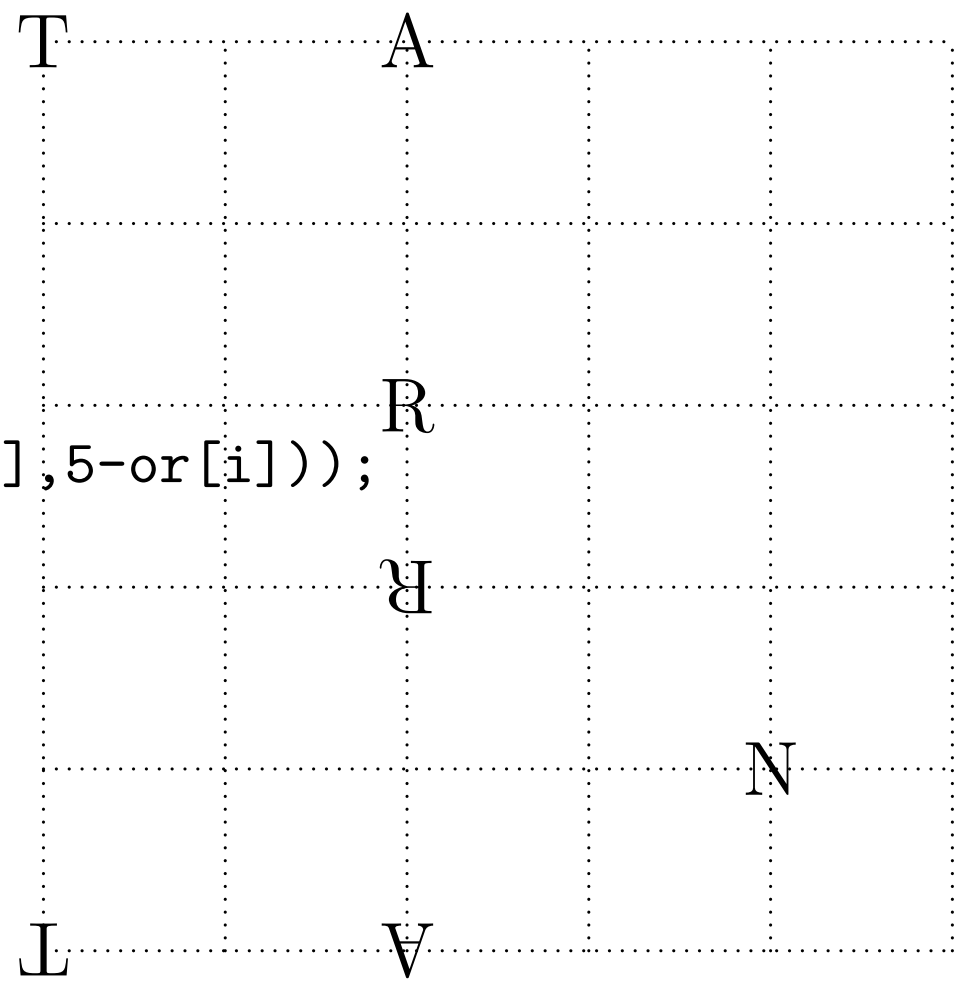
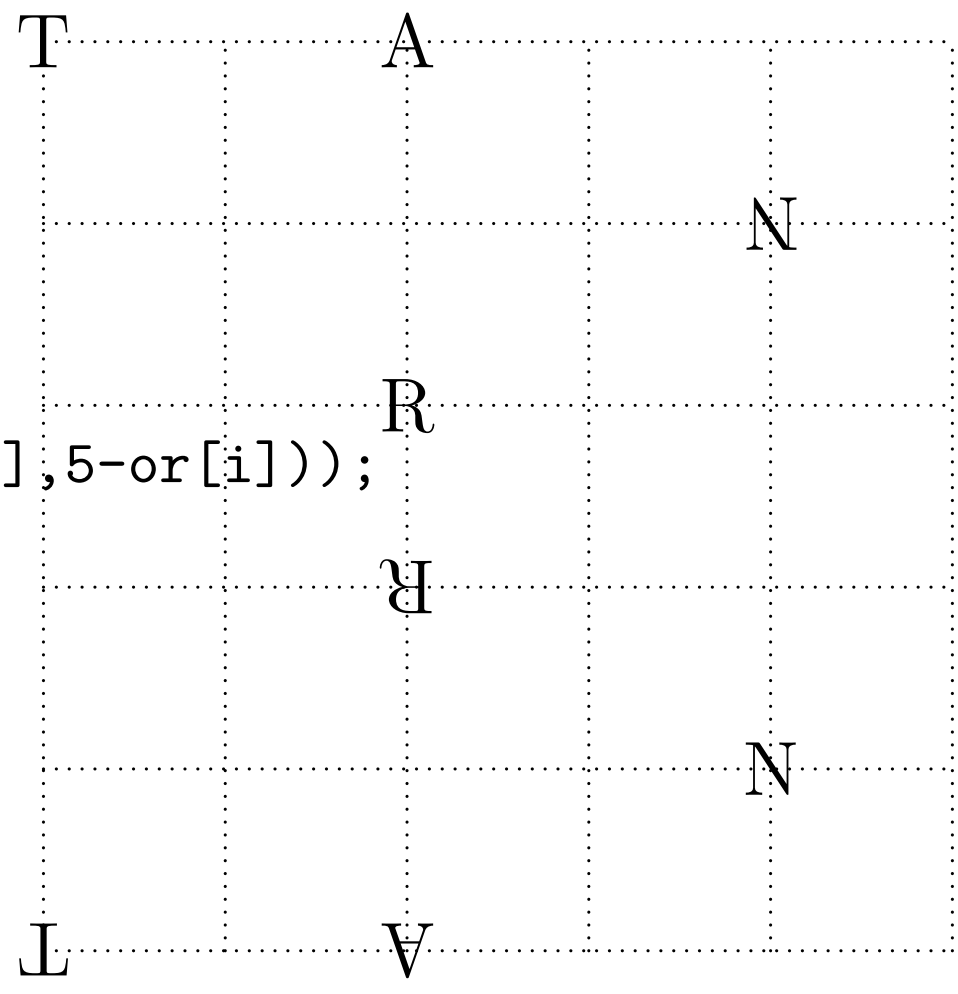
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



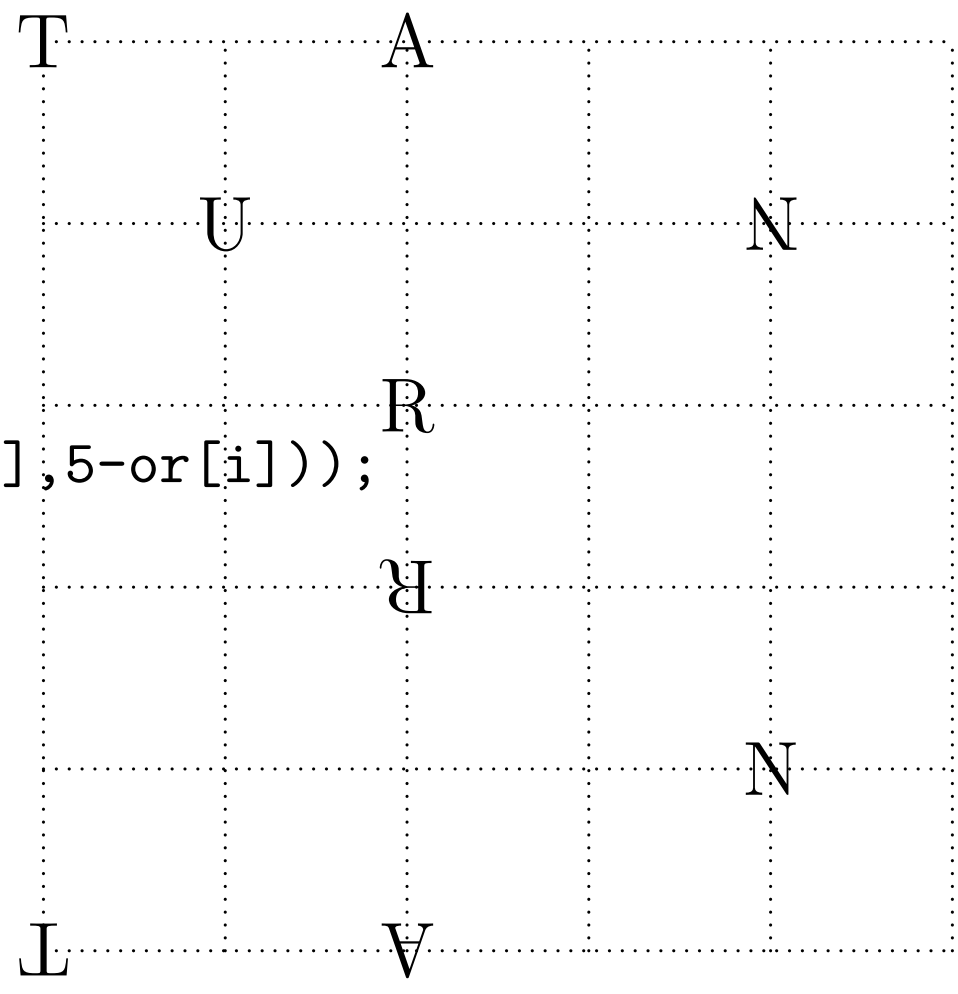
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



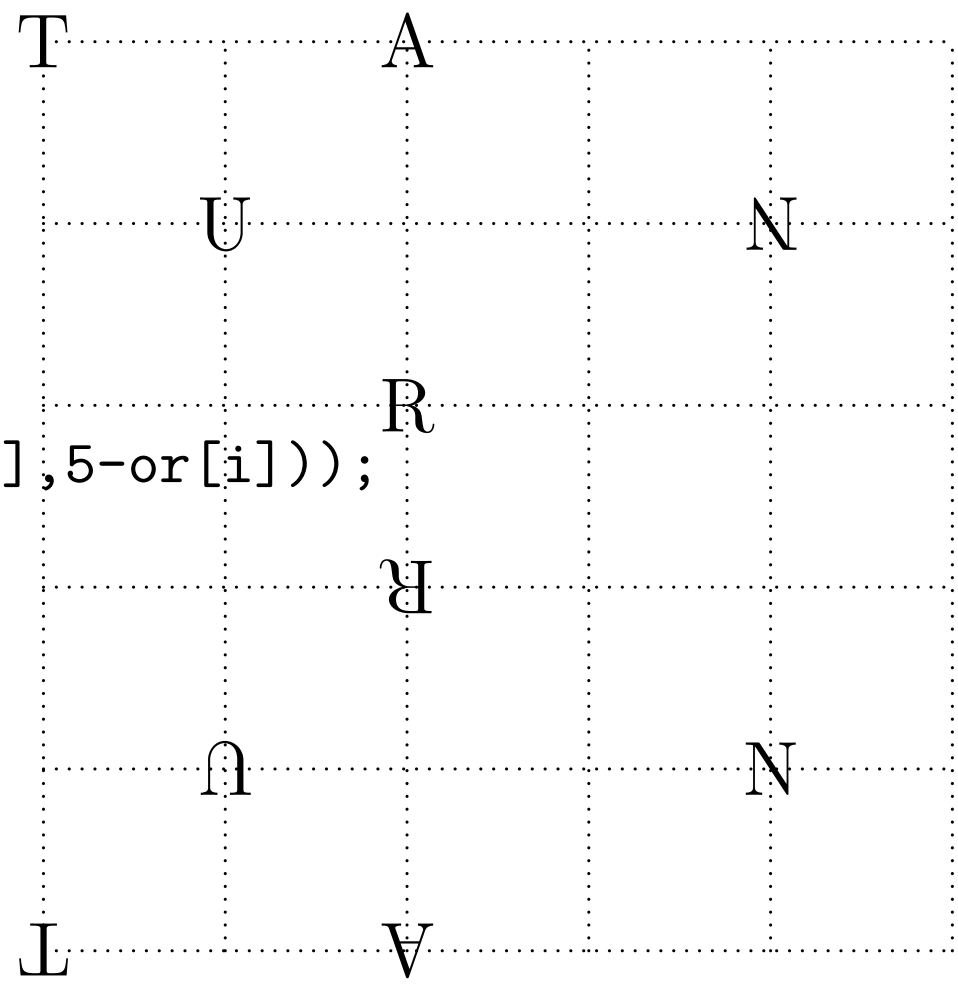
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



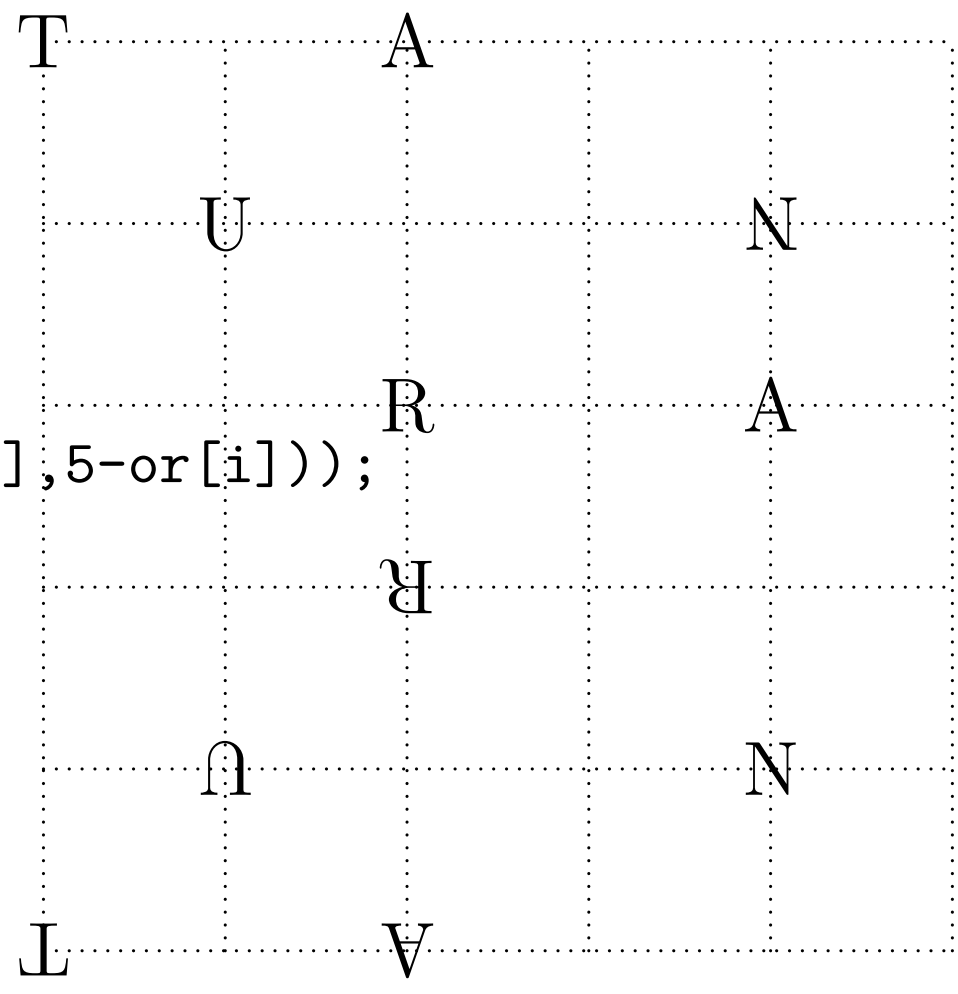
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



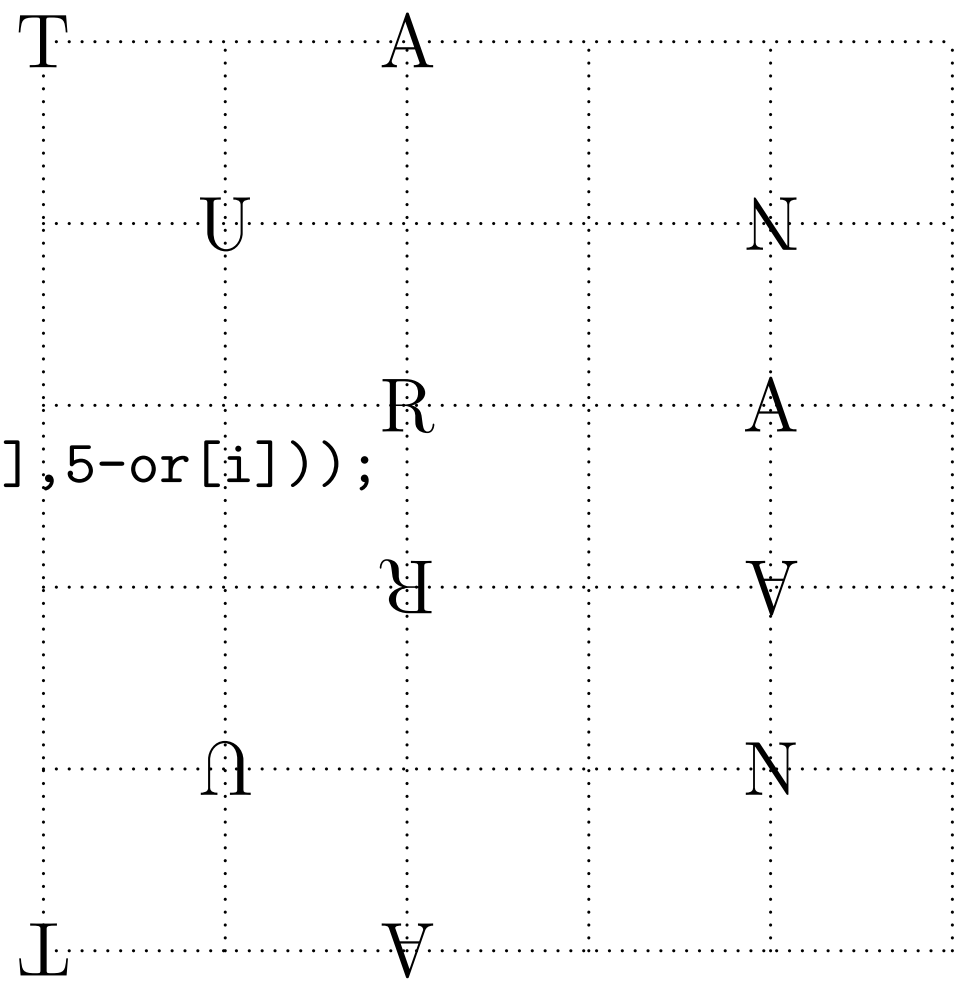
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



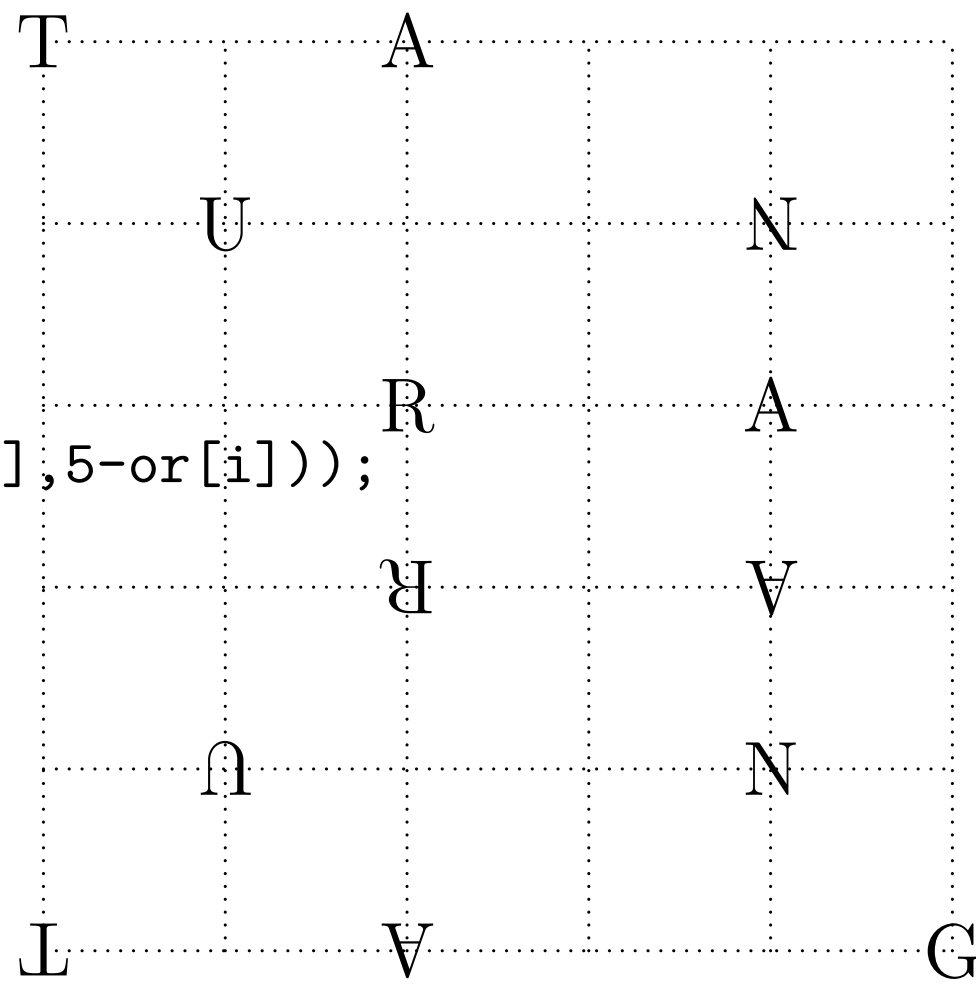
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



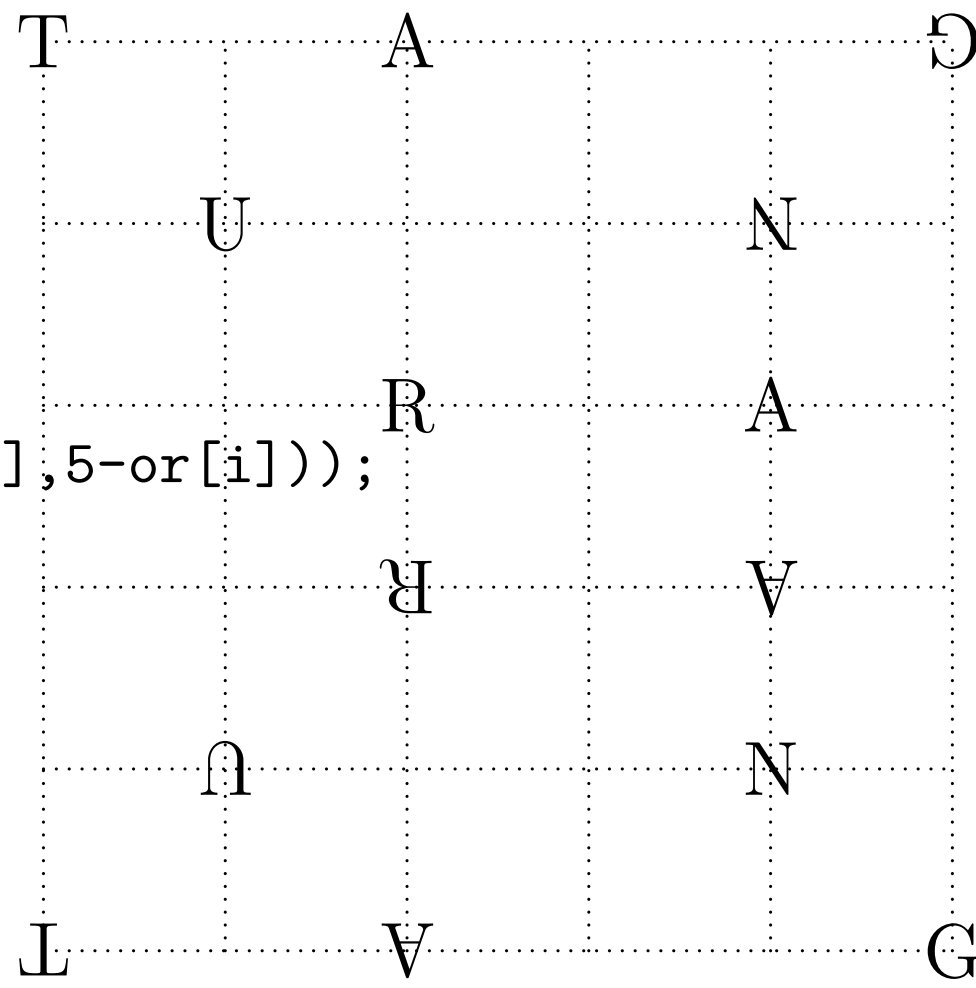
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



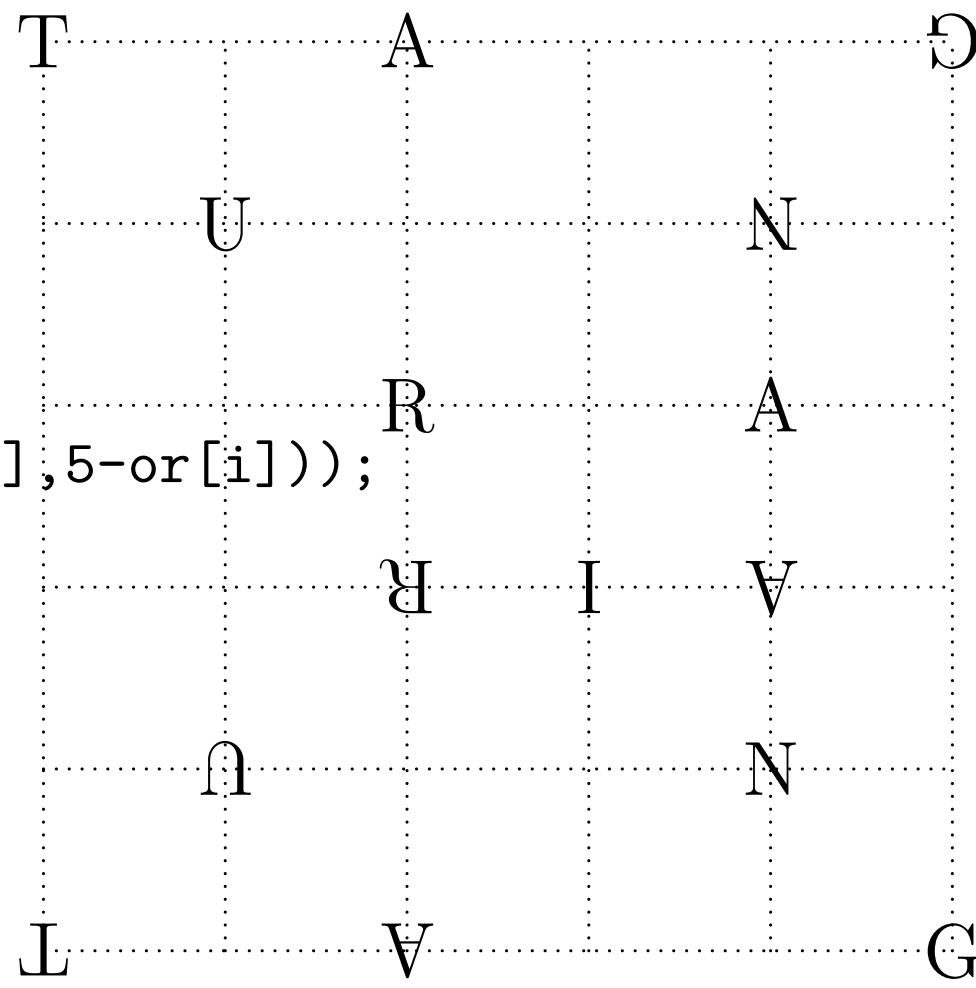
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



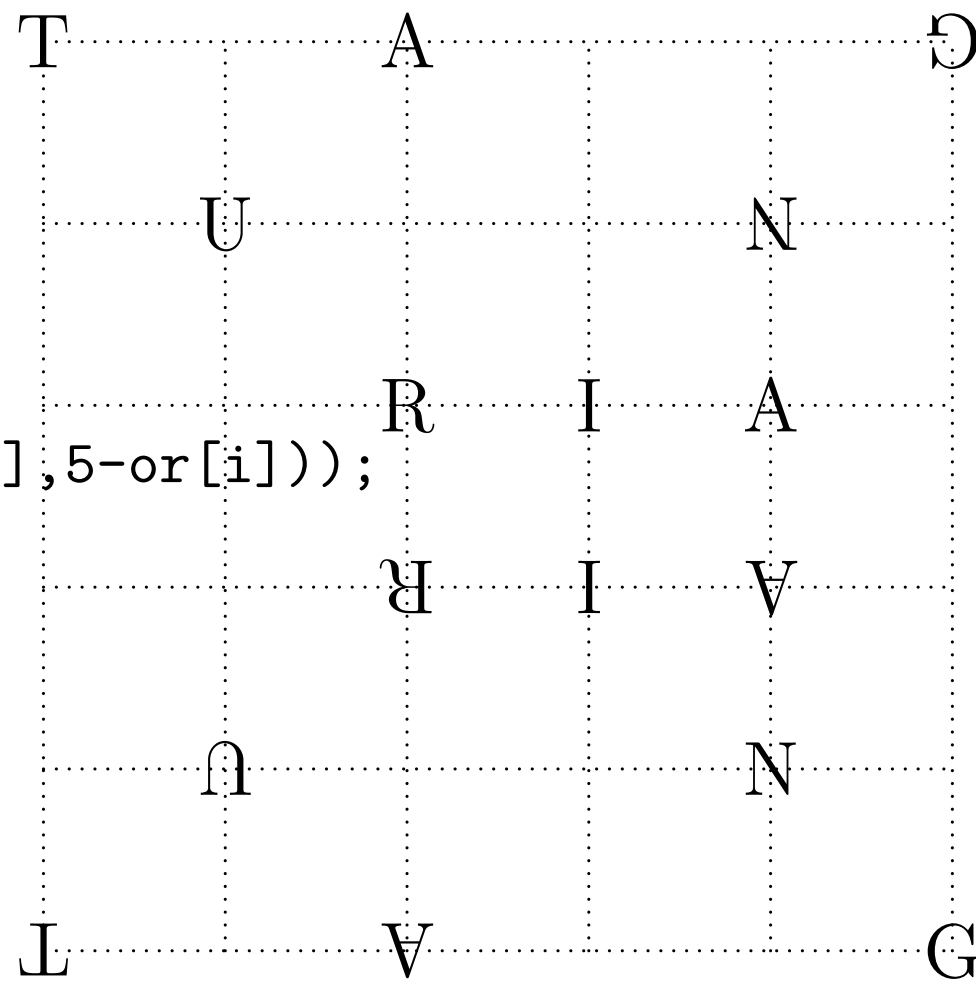
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



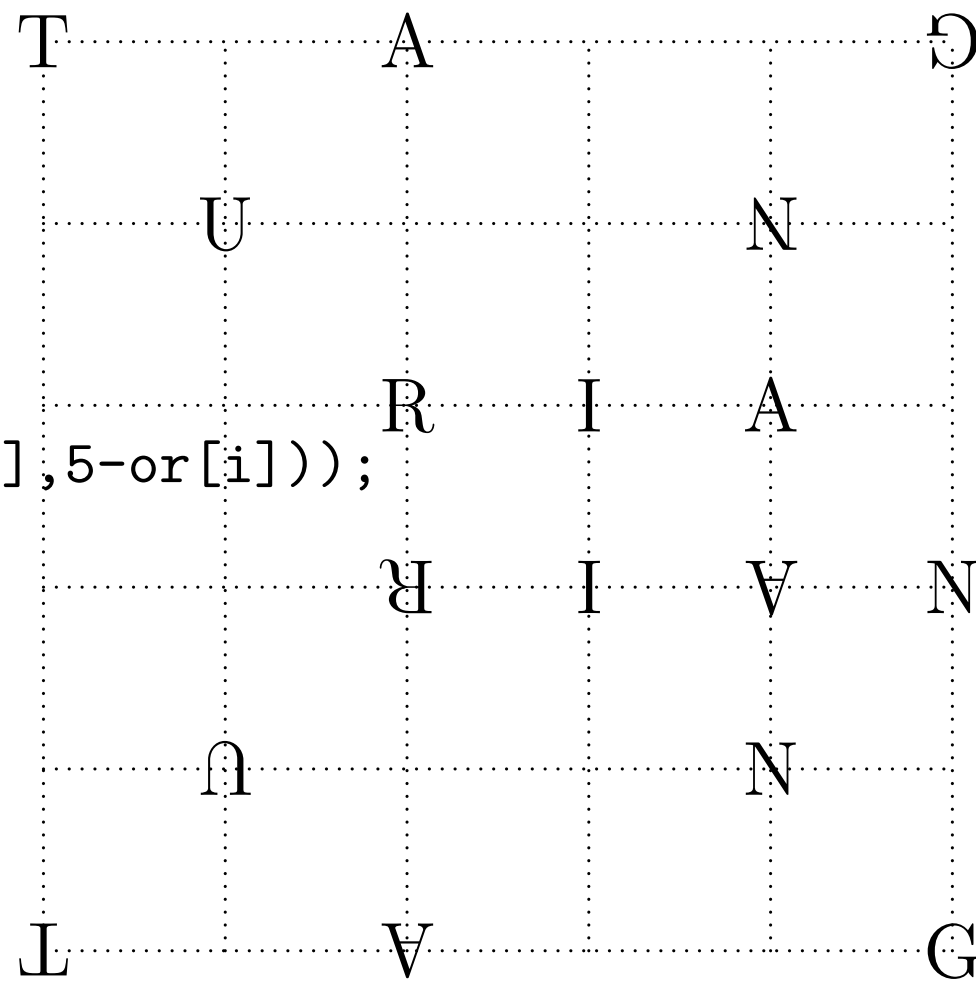
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



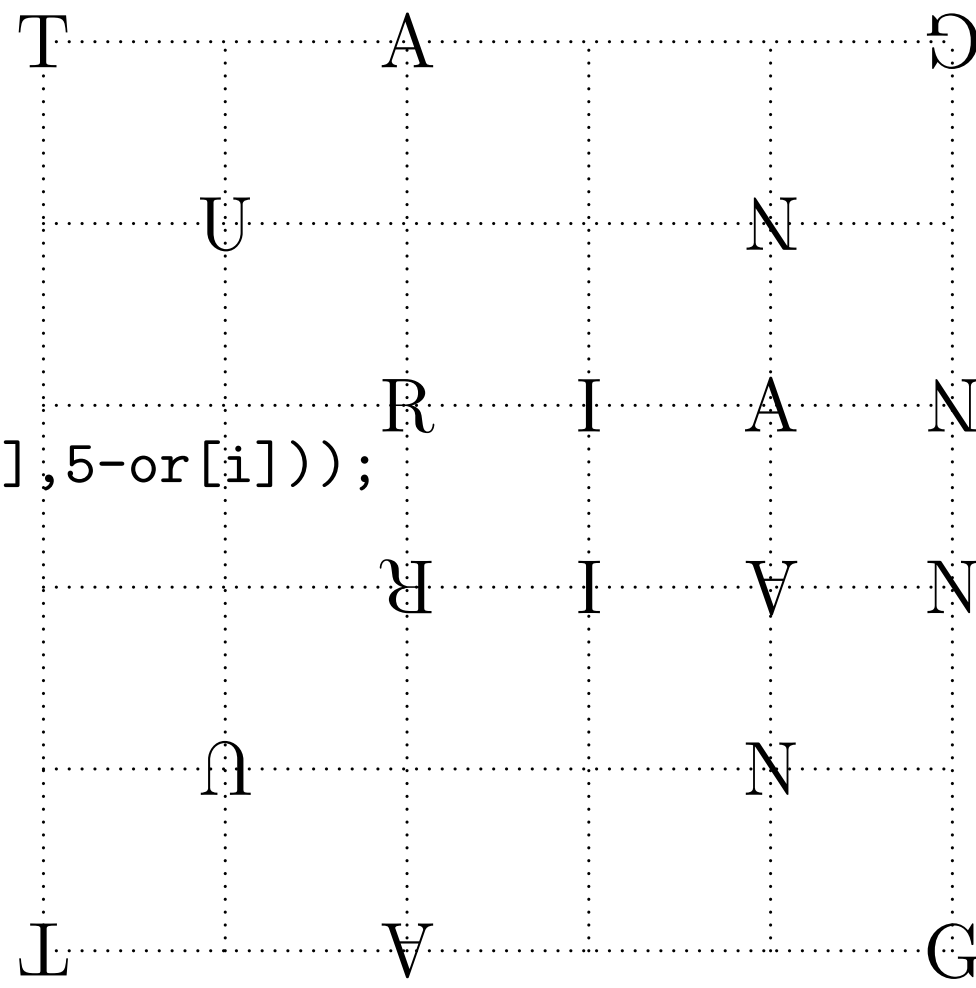
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



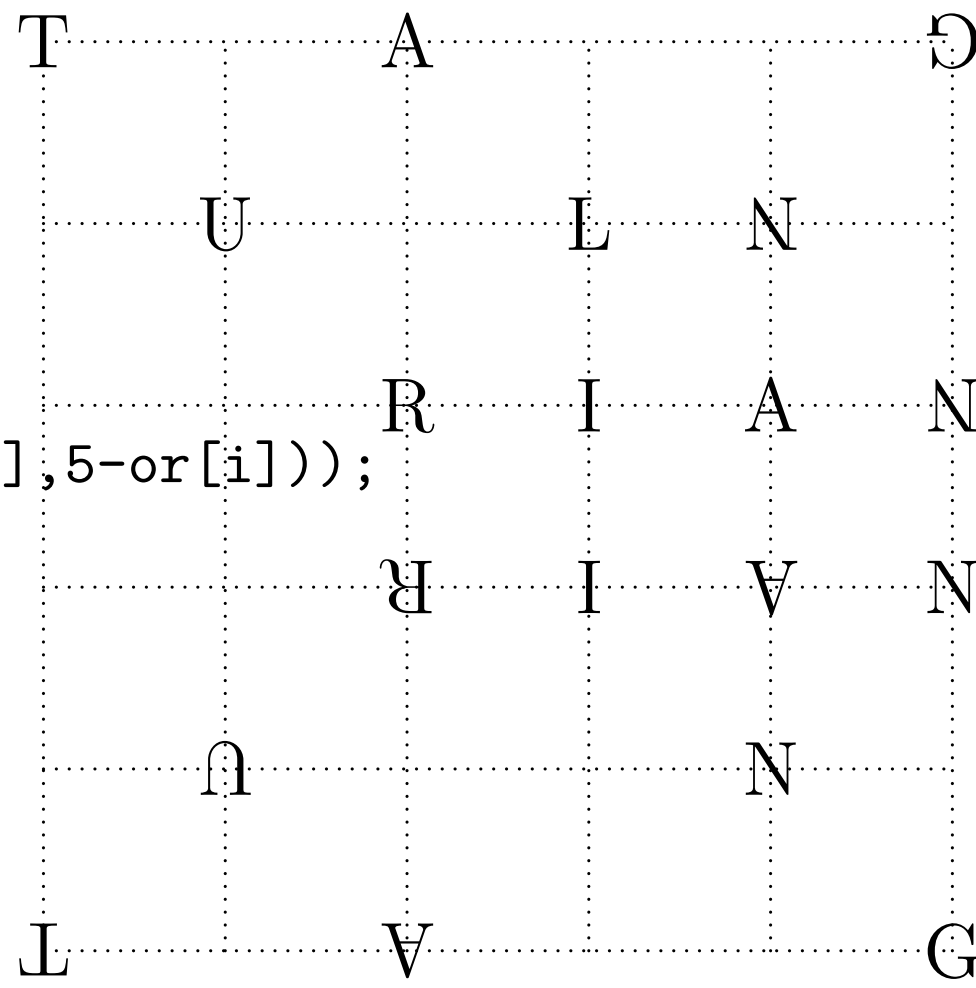
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



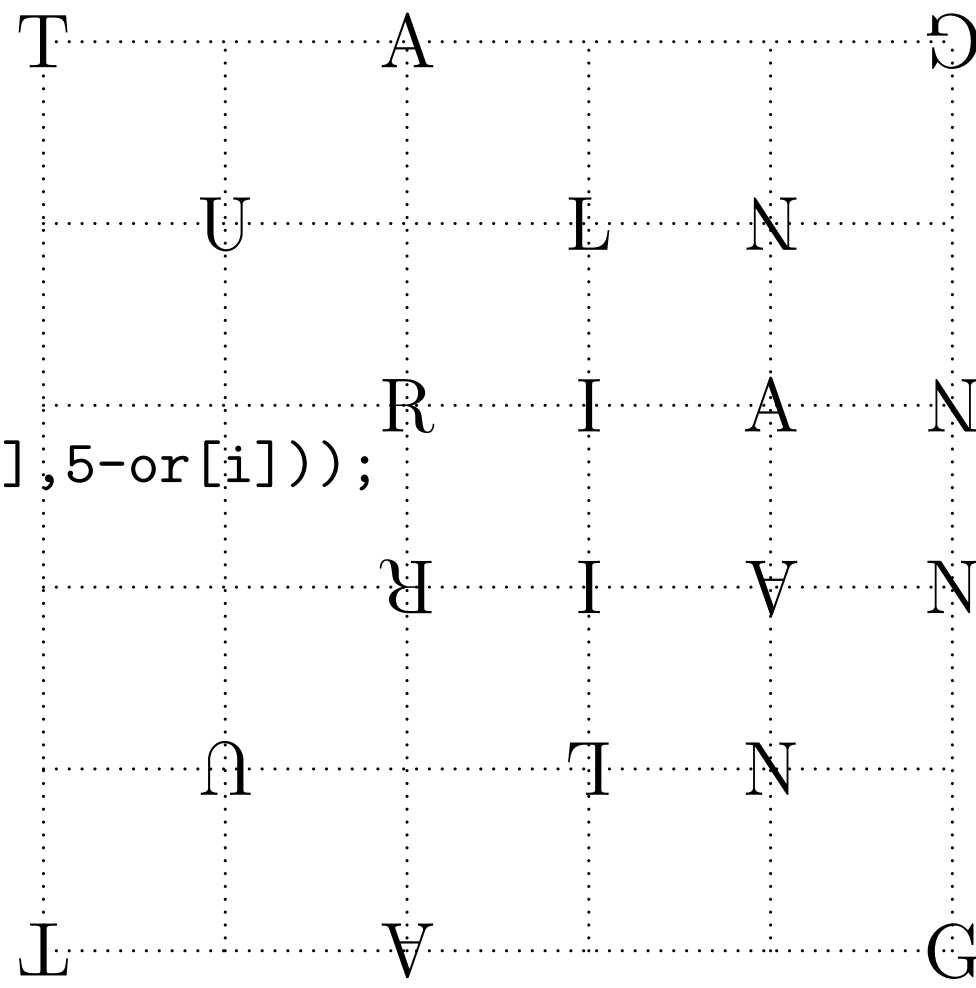
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```

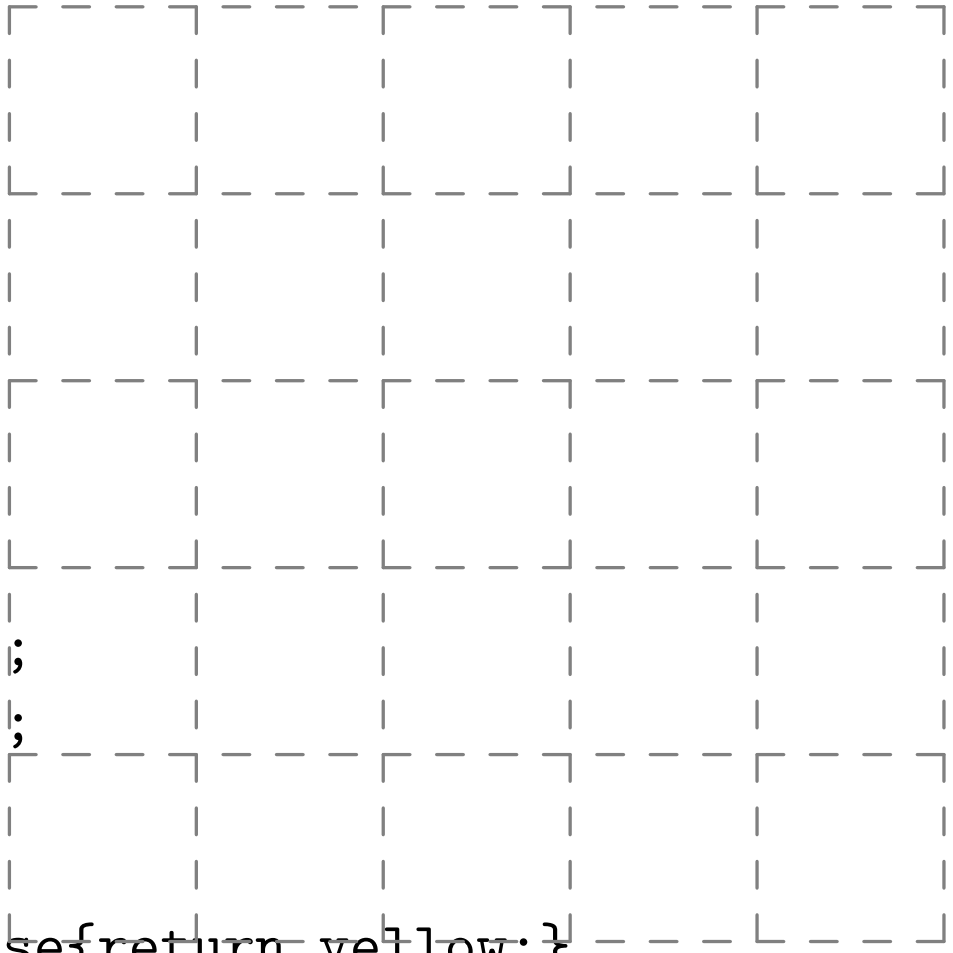


```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



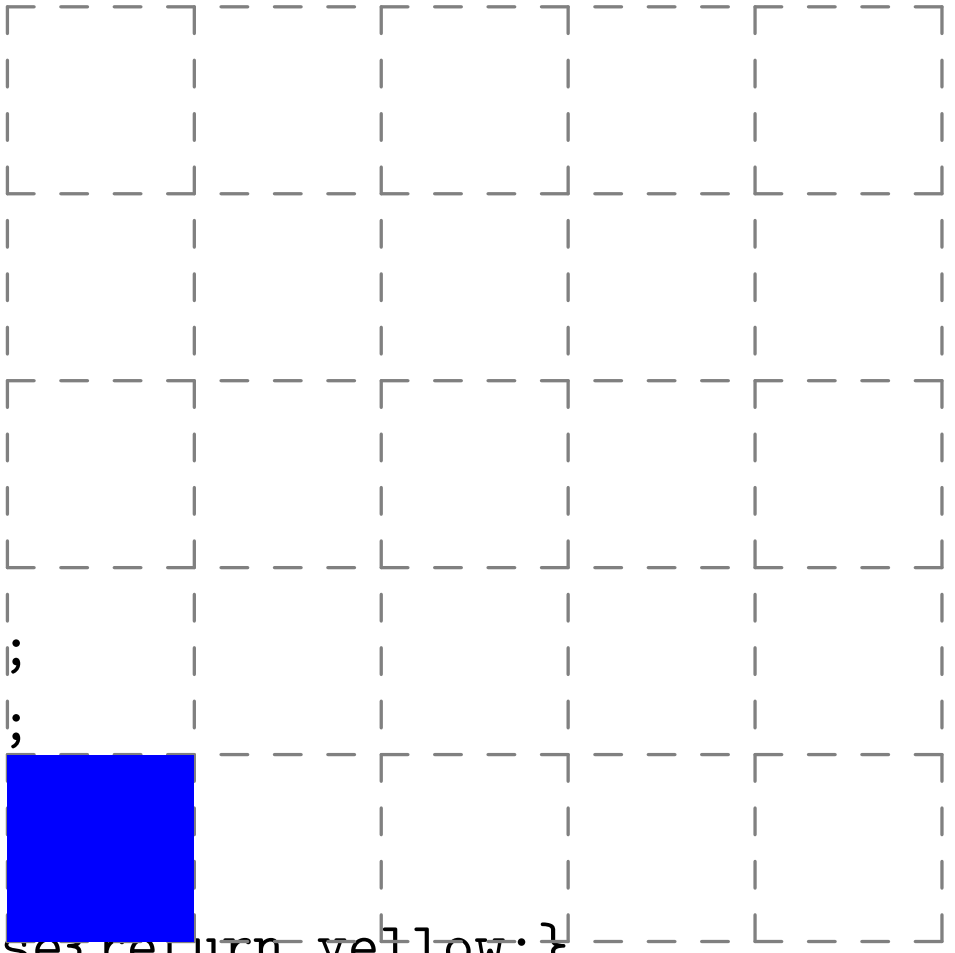
```
unitsize(10mm,10mm);
int[] ab={2,2,0,4,1,4,5,3,5,3};
int[] or={3,5,5,1,4,3,0,2,2,4};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i,0)--(i,5),dotted);
  }
for(int i=0;i<ab.length;i=i+1){
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*l[i],(ab[i],5-or[i]));
  }
```



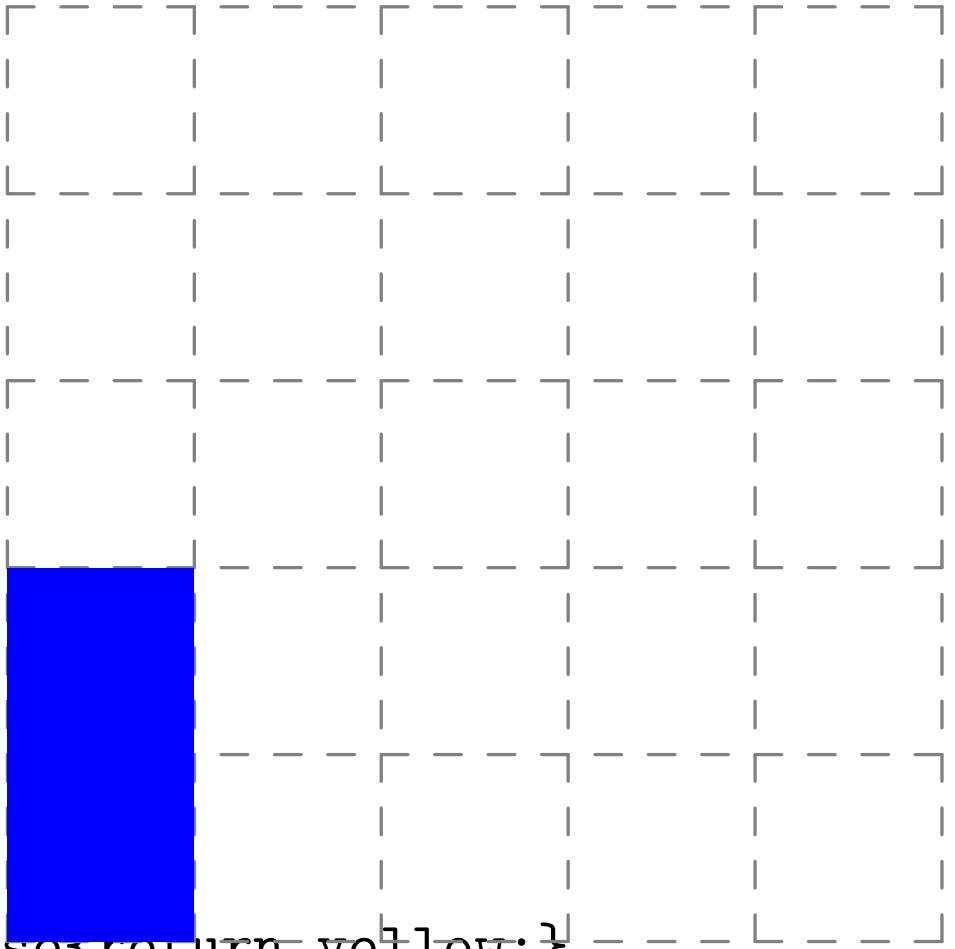


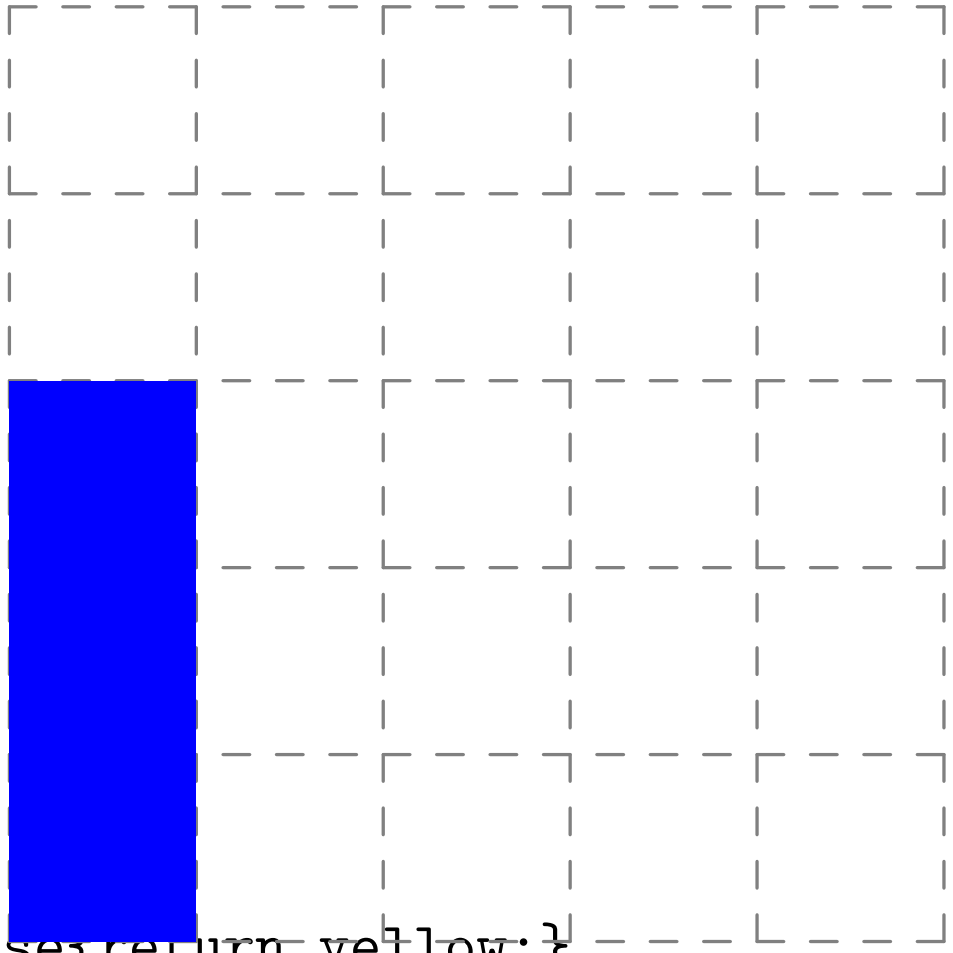
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey);
  draw((i,0)--(i,5),dashed+grey);
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```

```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey);
  draw((i,0)--(i,5),dashed+grey);
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```

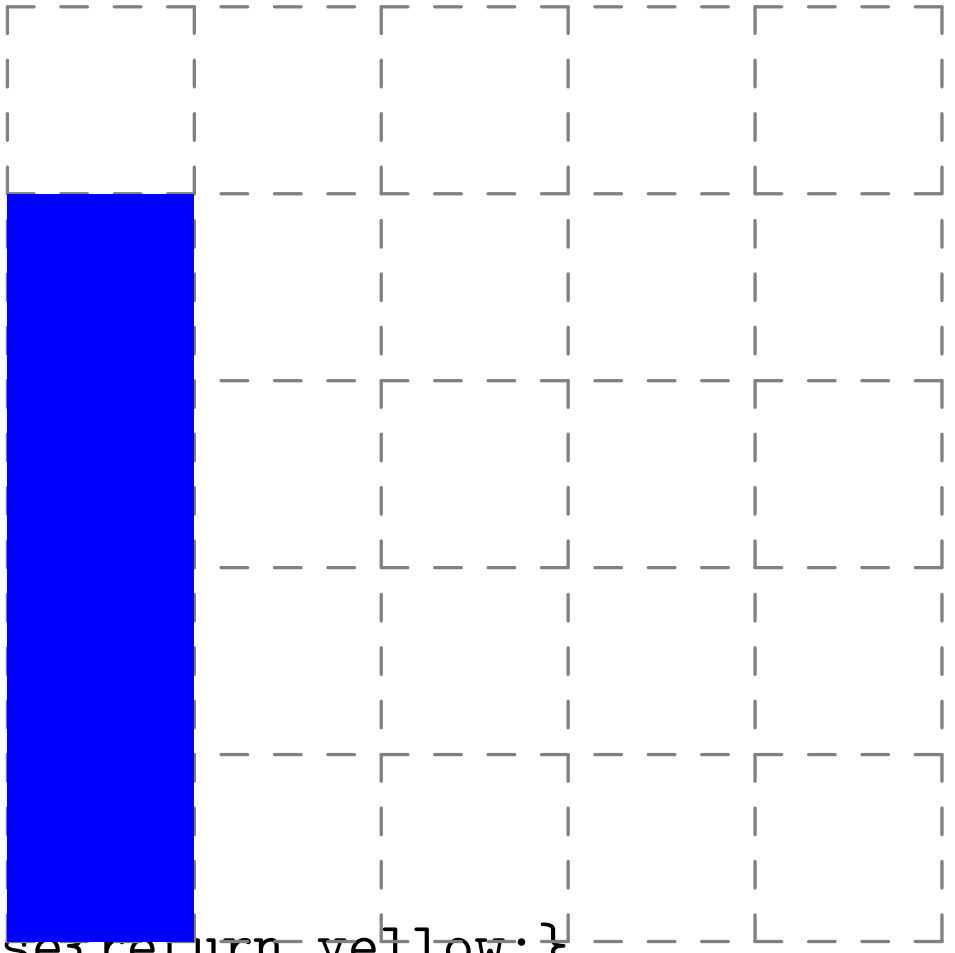


```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```

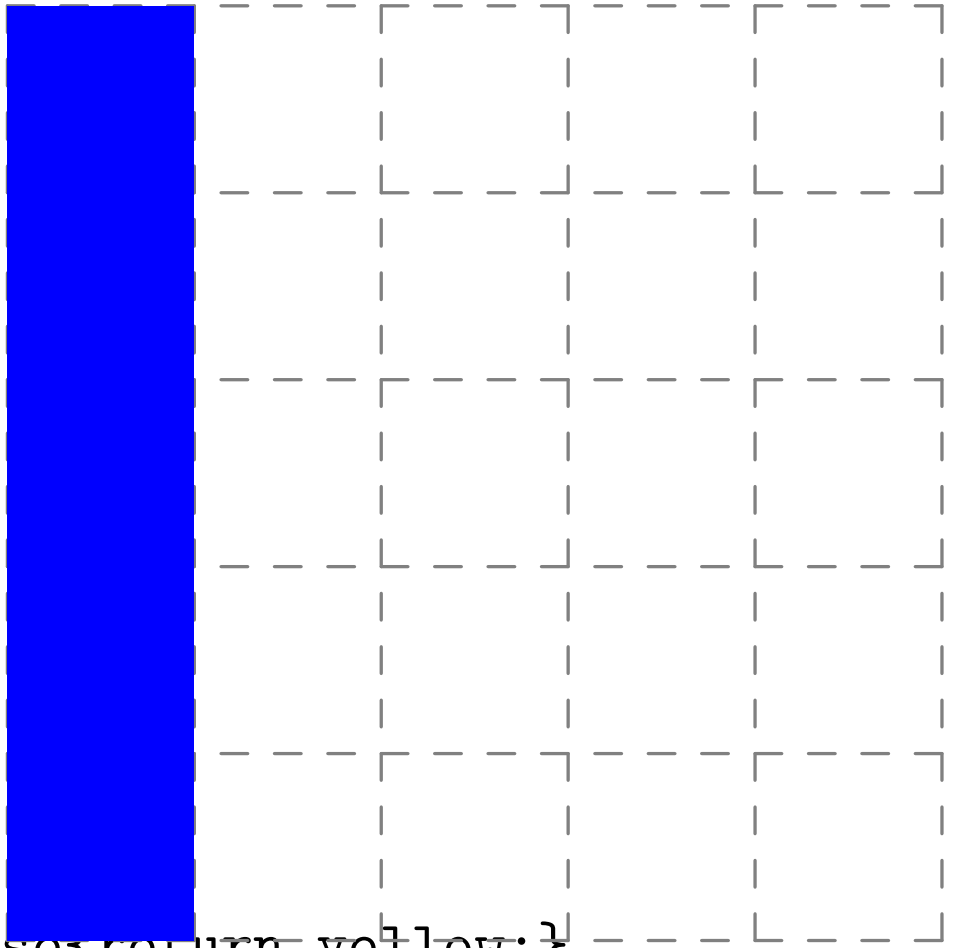




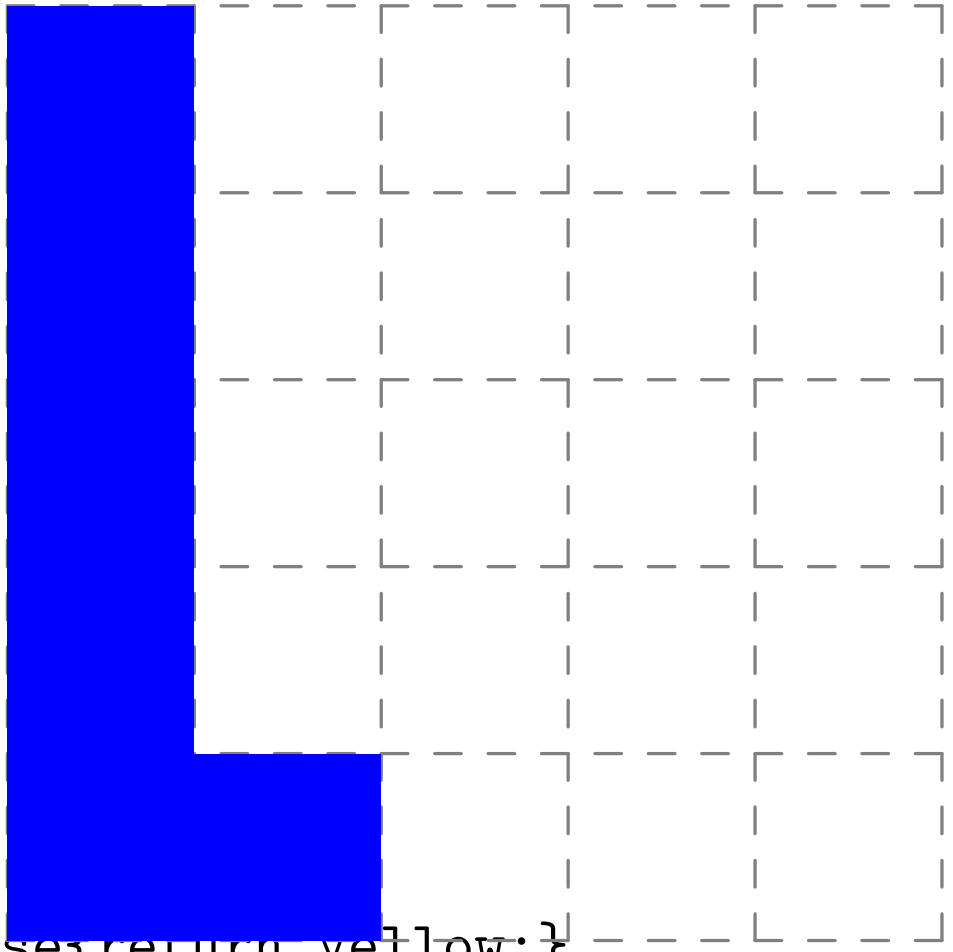
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



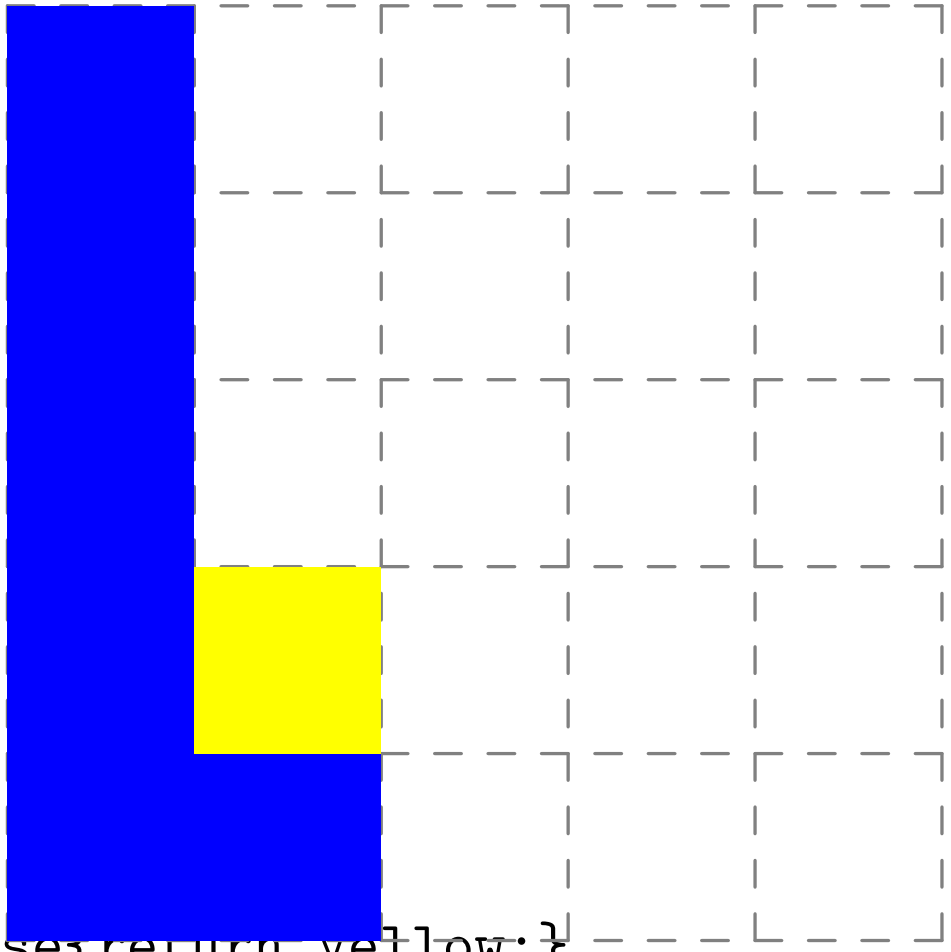
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



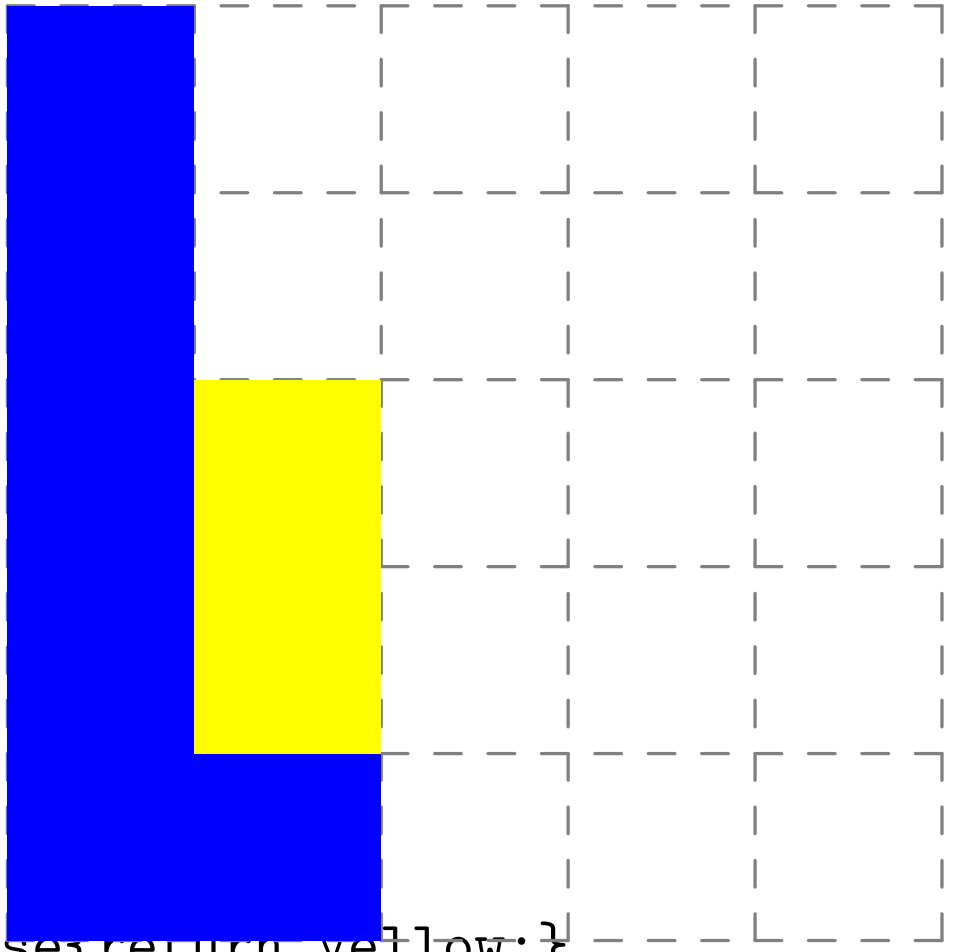
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



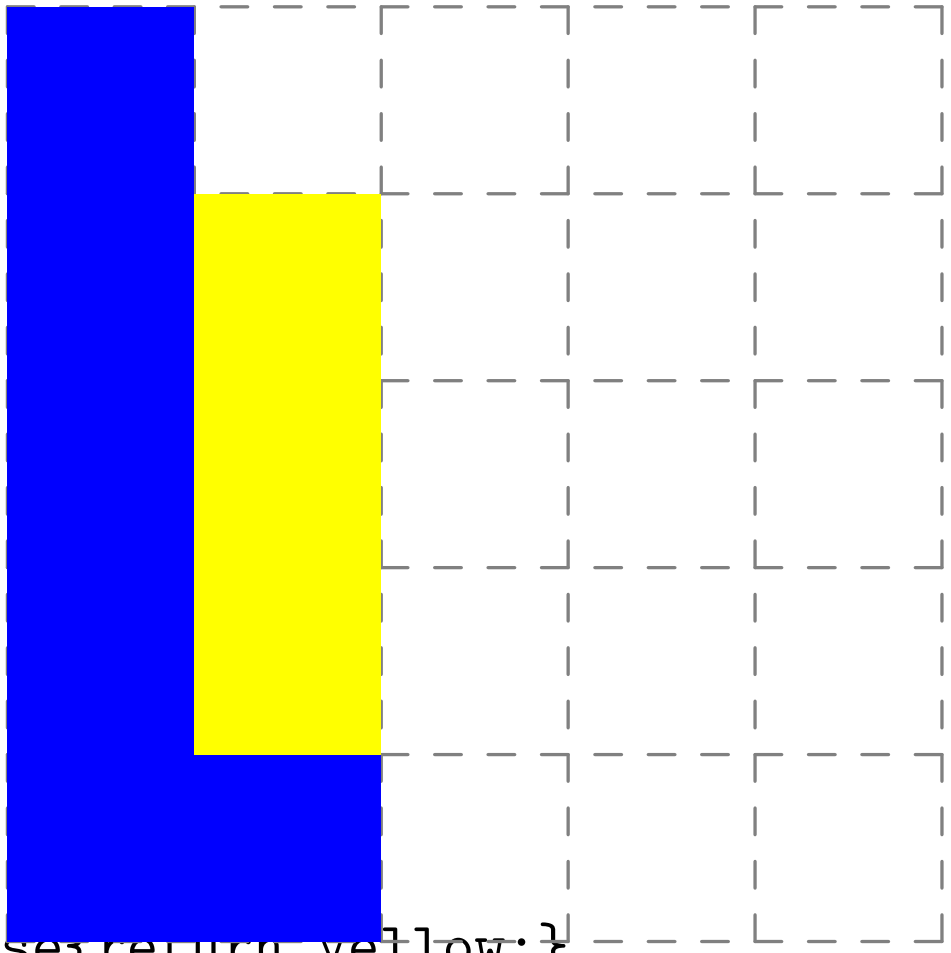
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



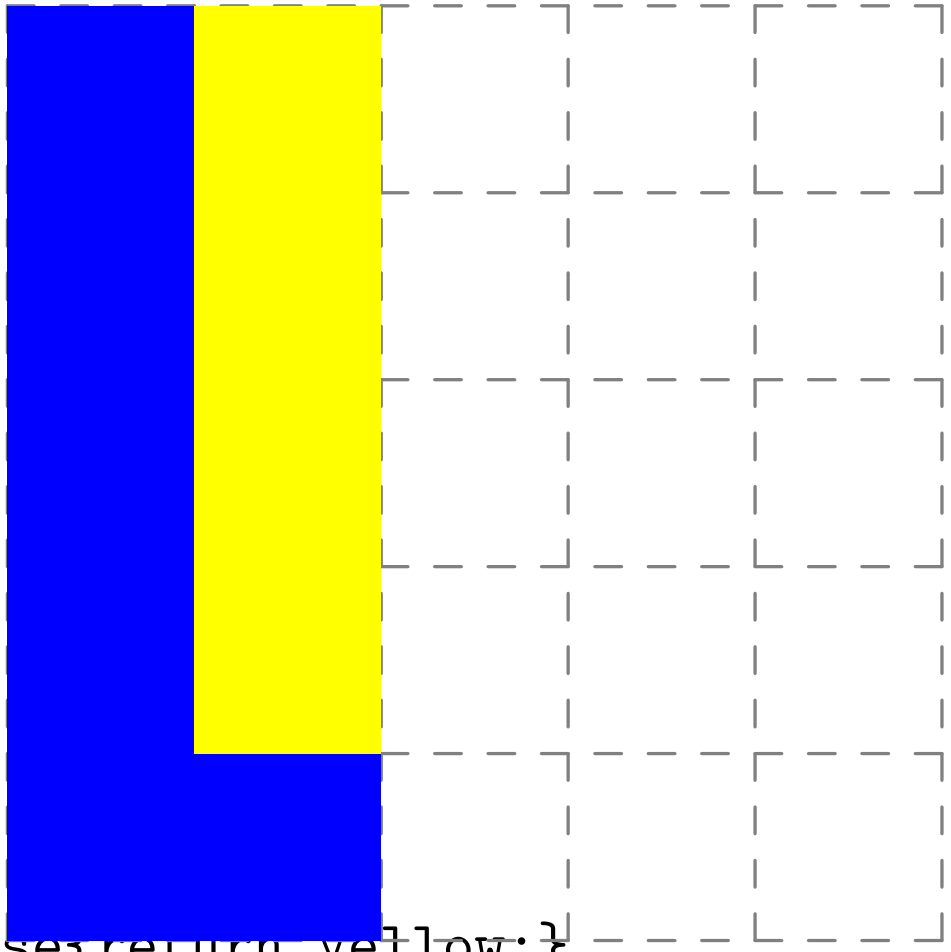
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



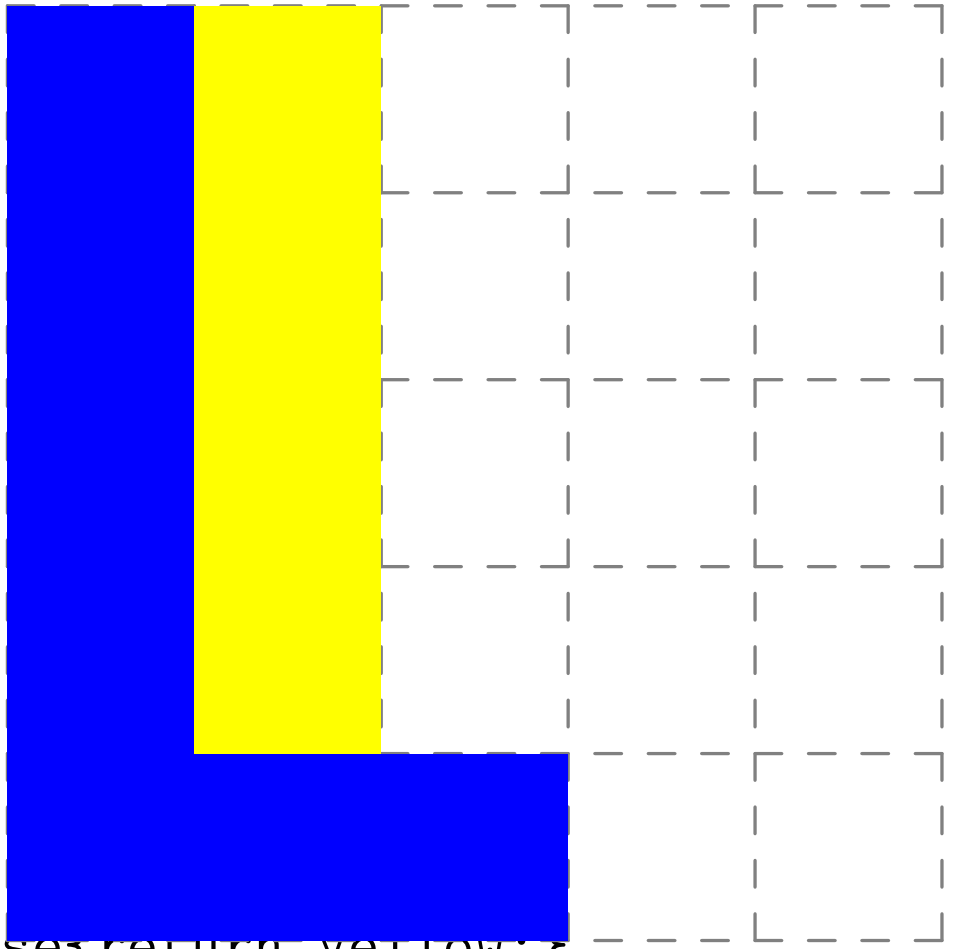
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



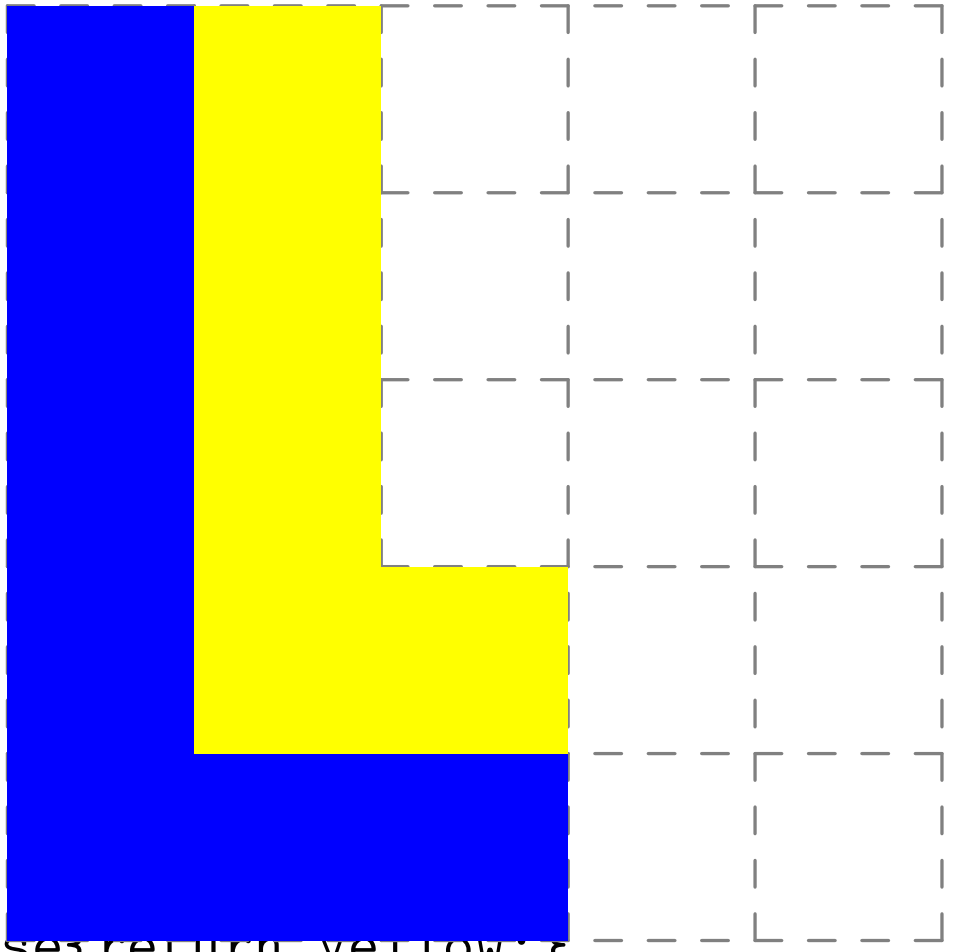
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



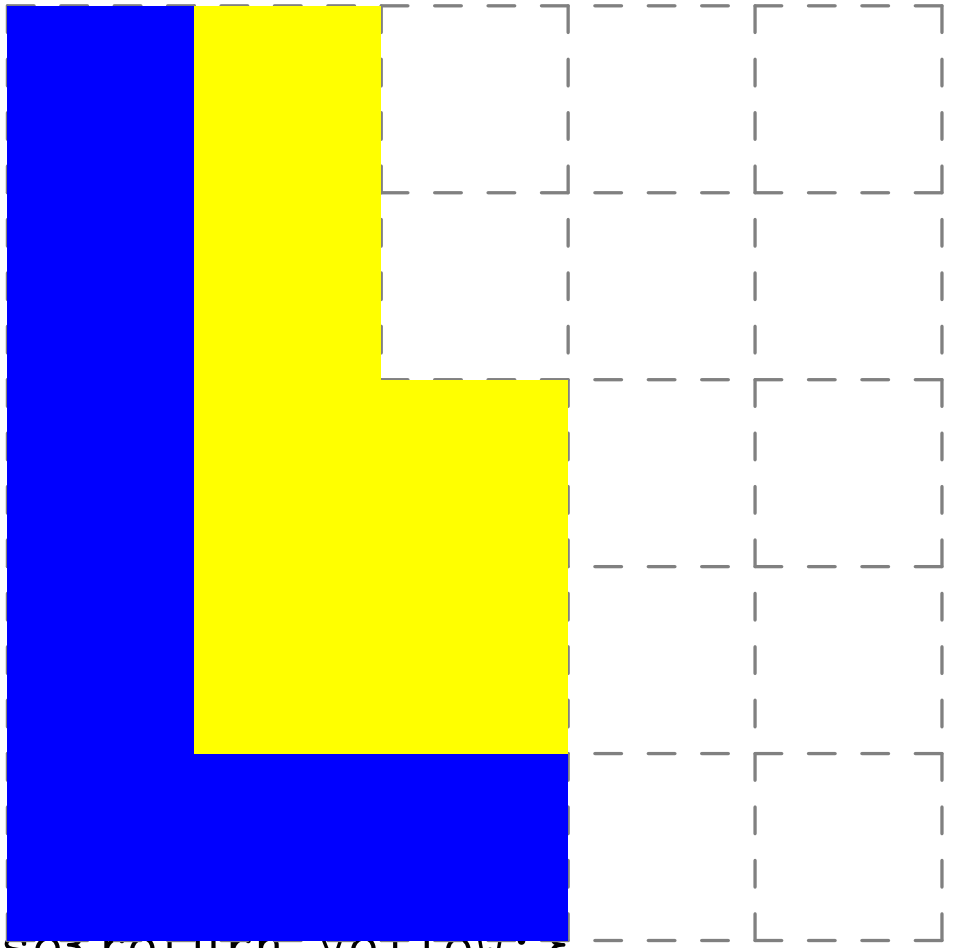
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



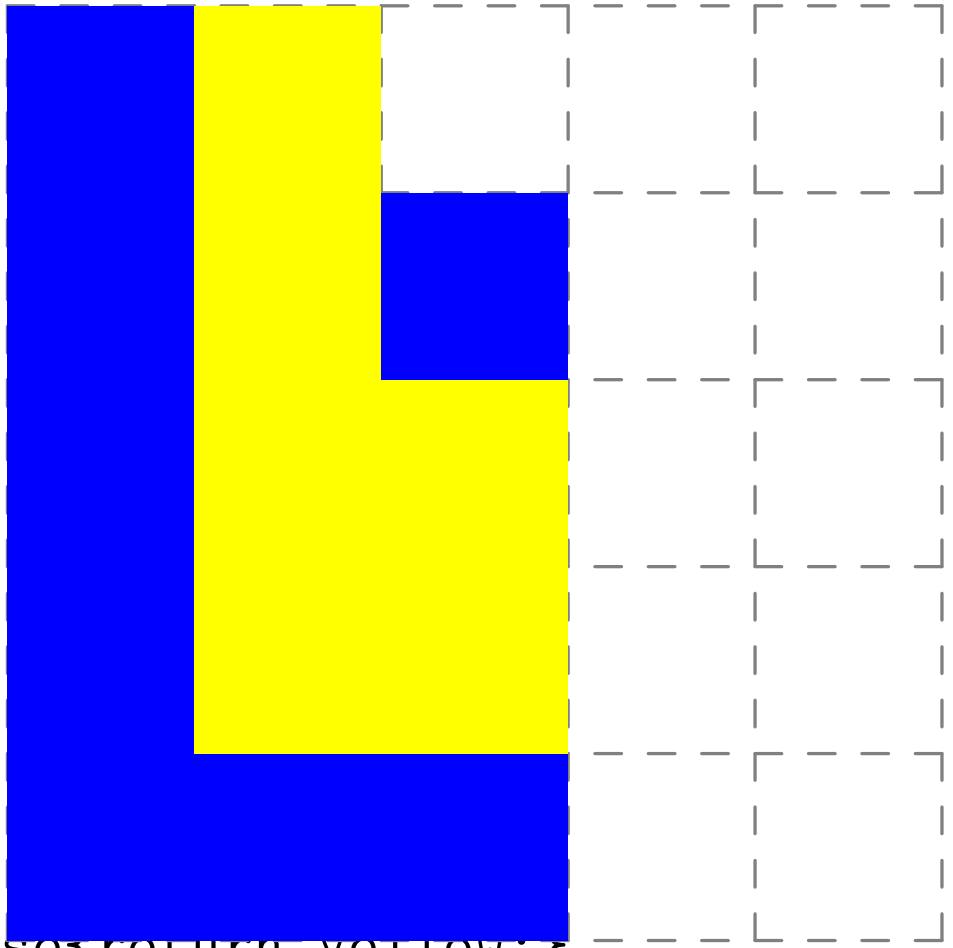
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



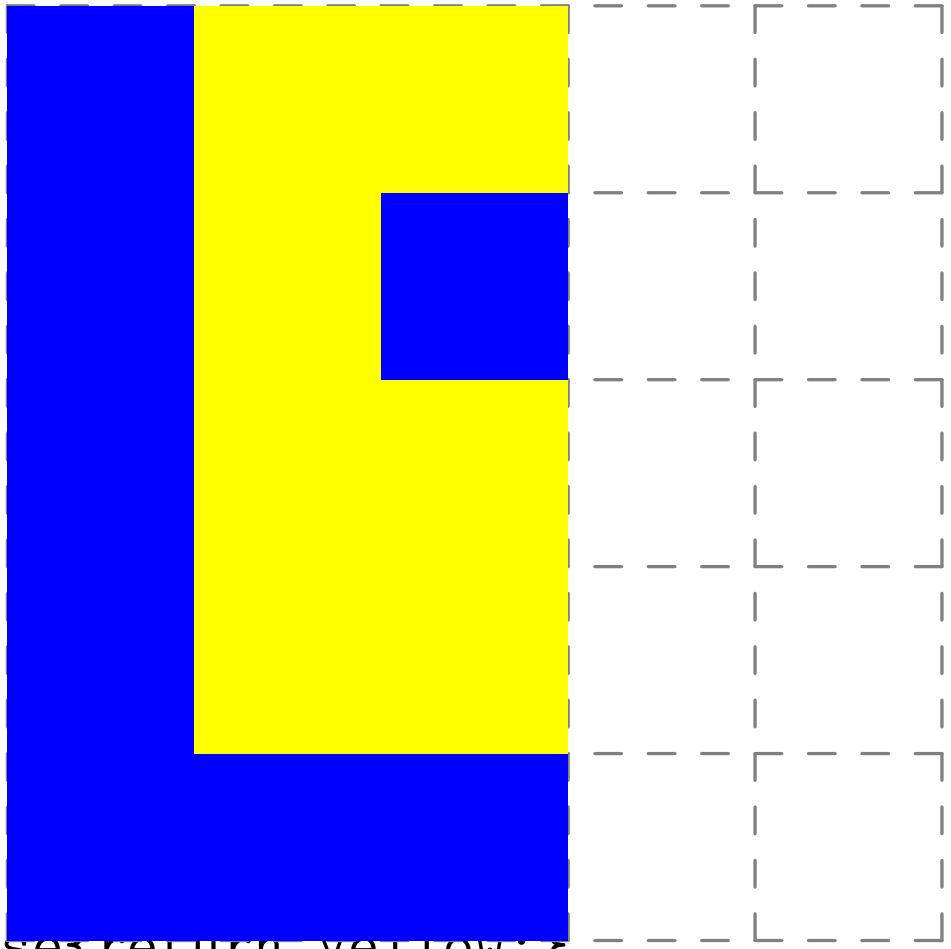
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



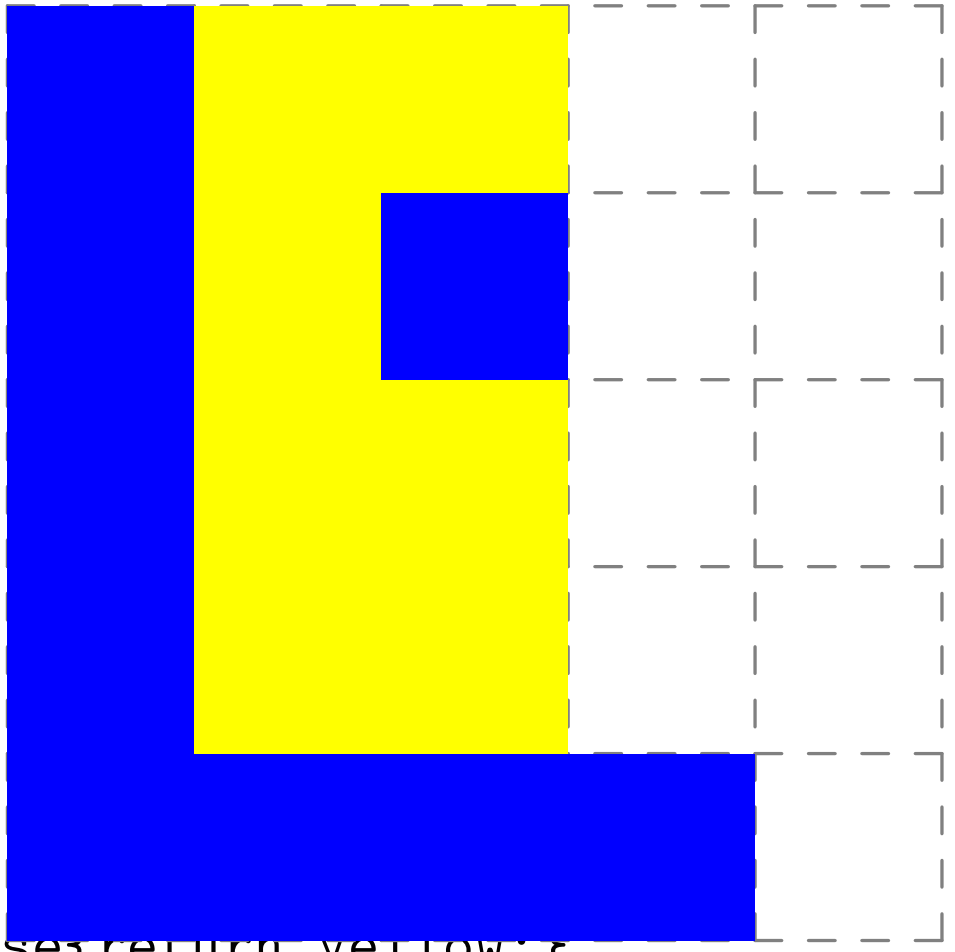
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



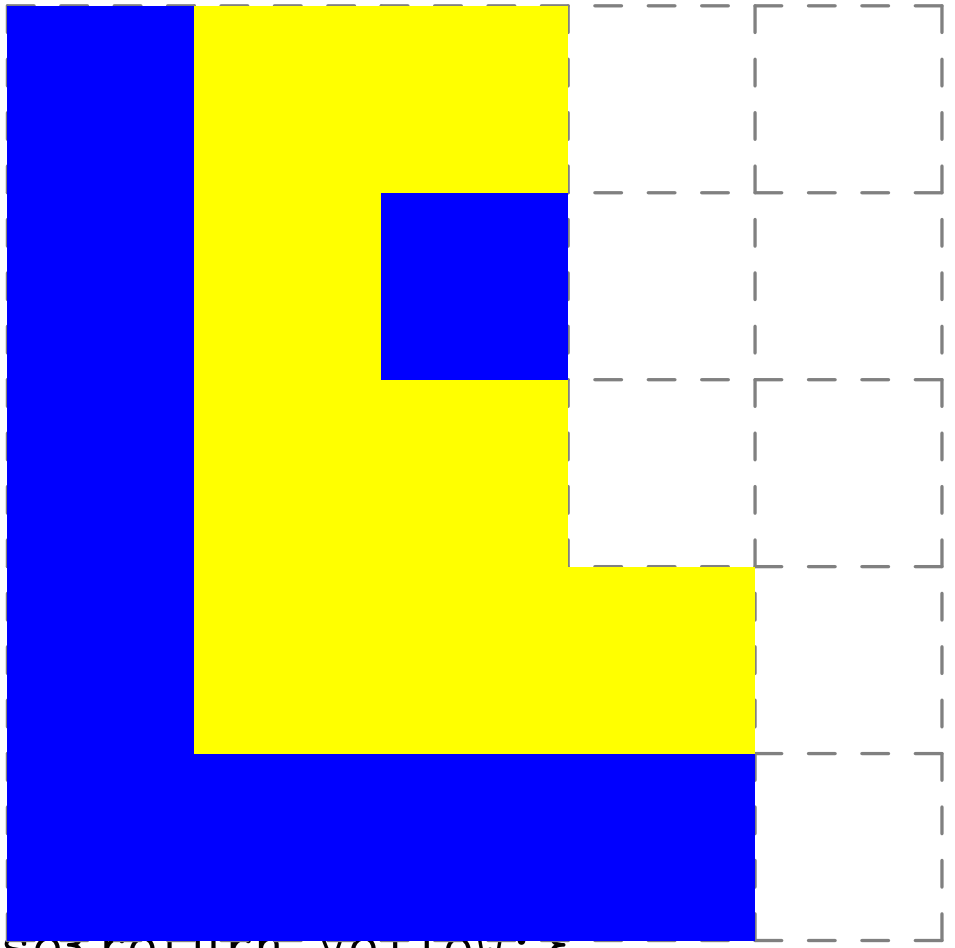
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



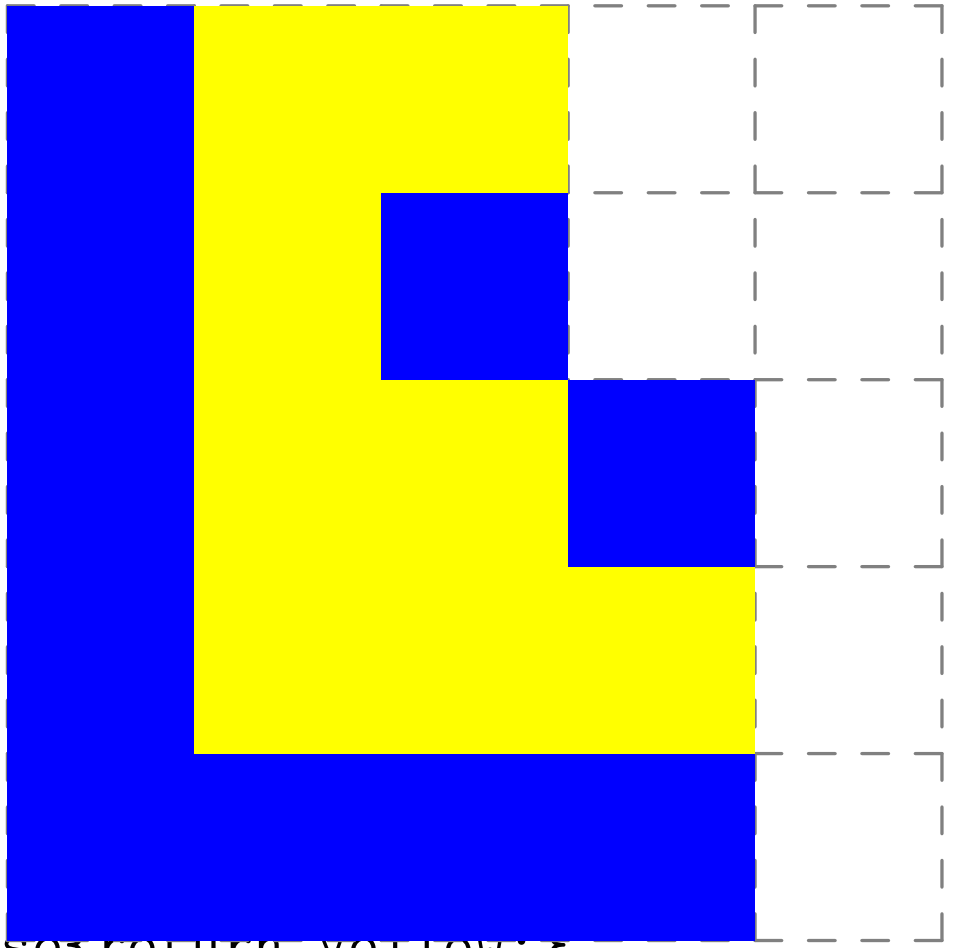
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



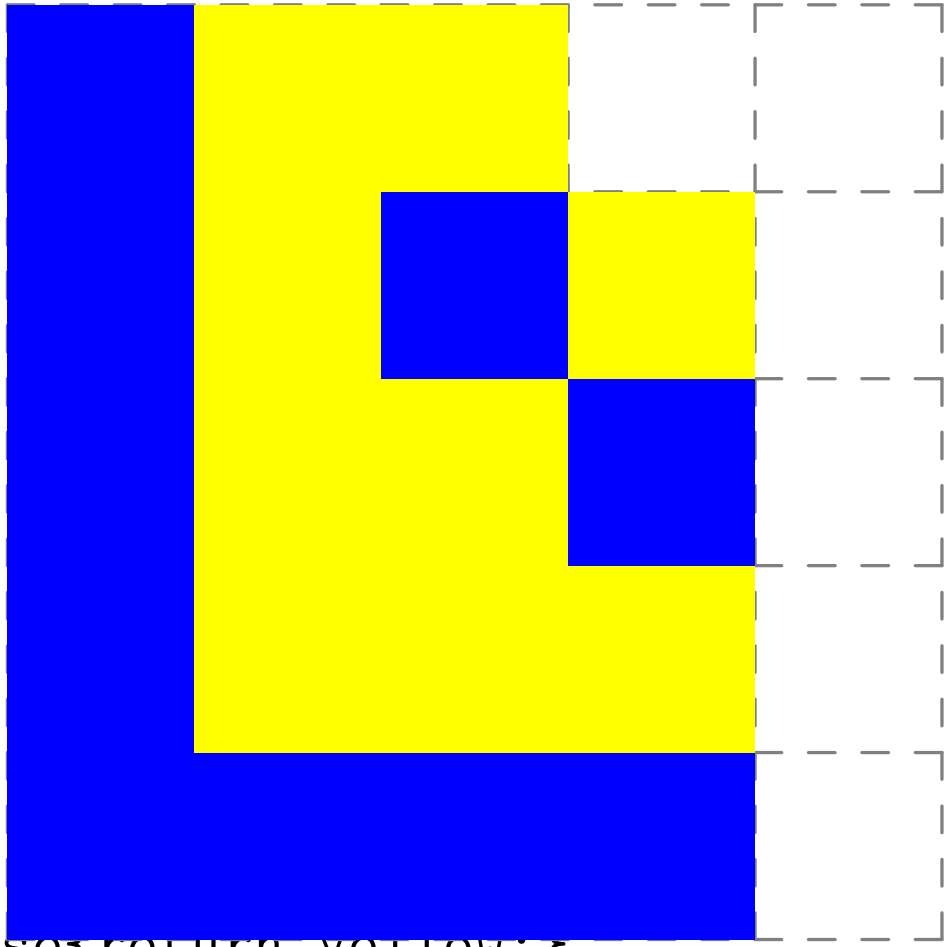
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



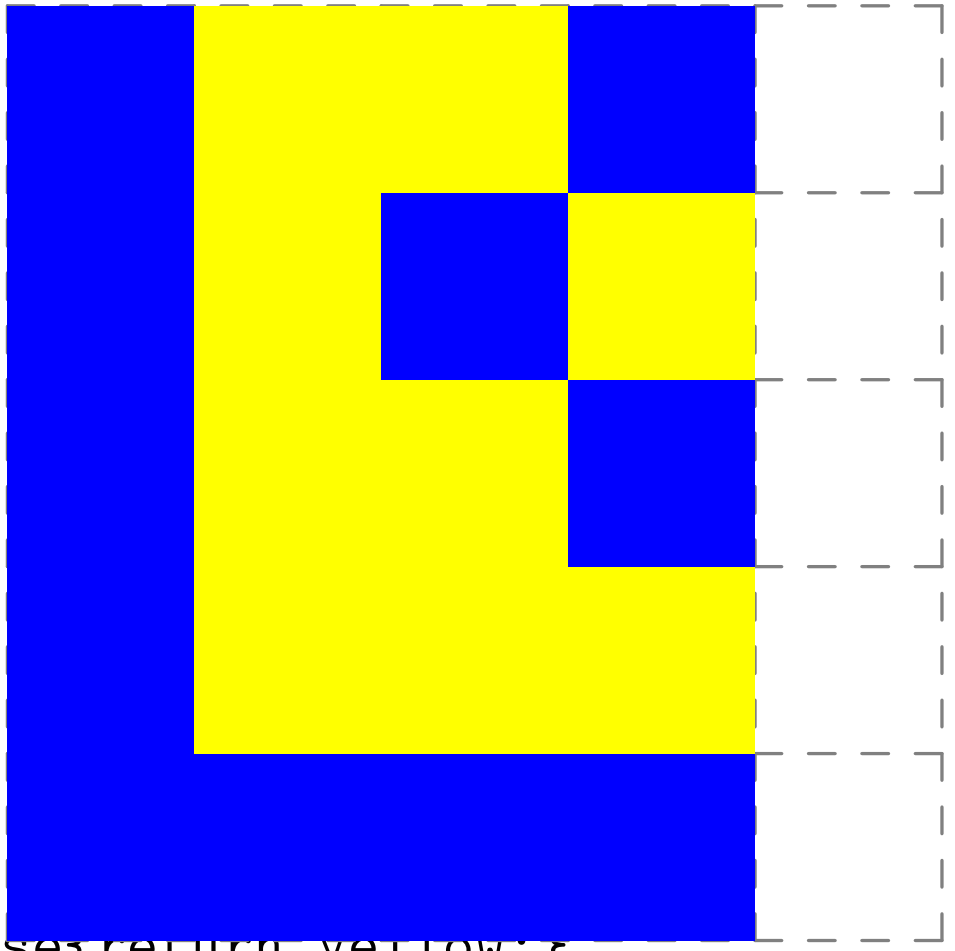
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



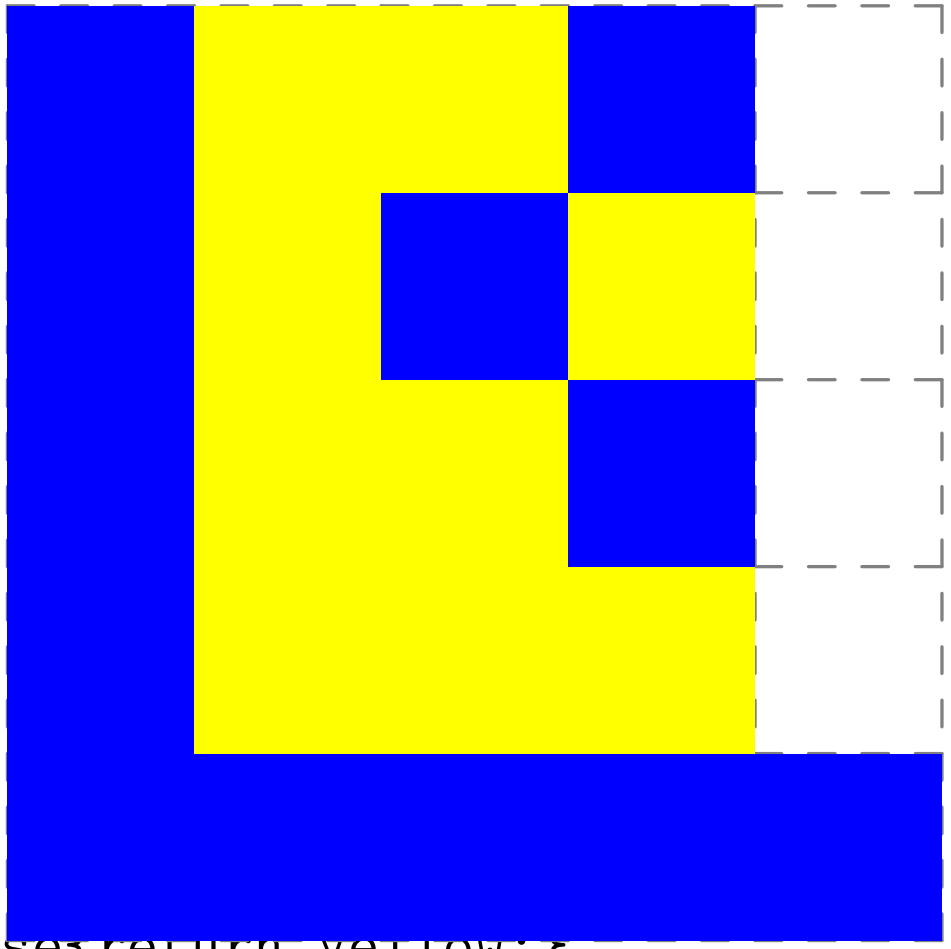
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



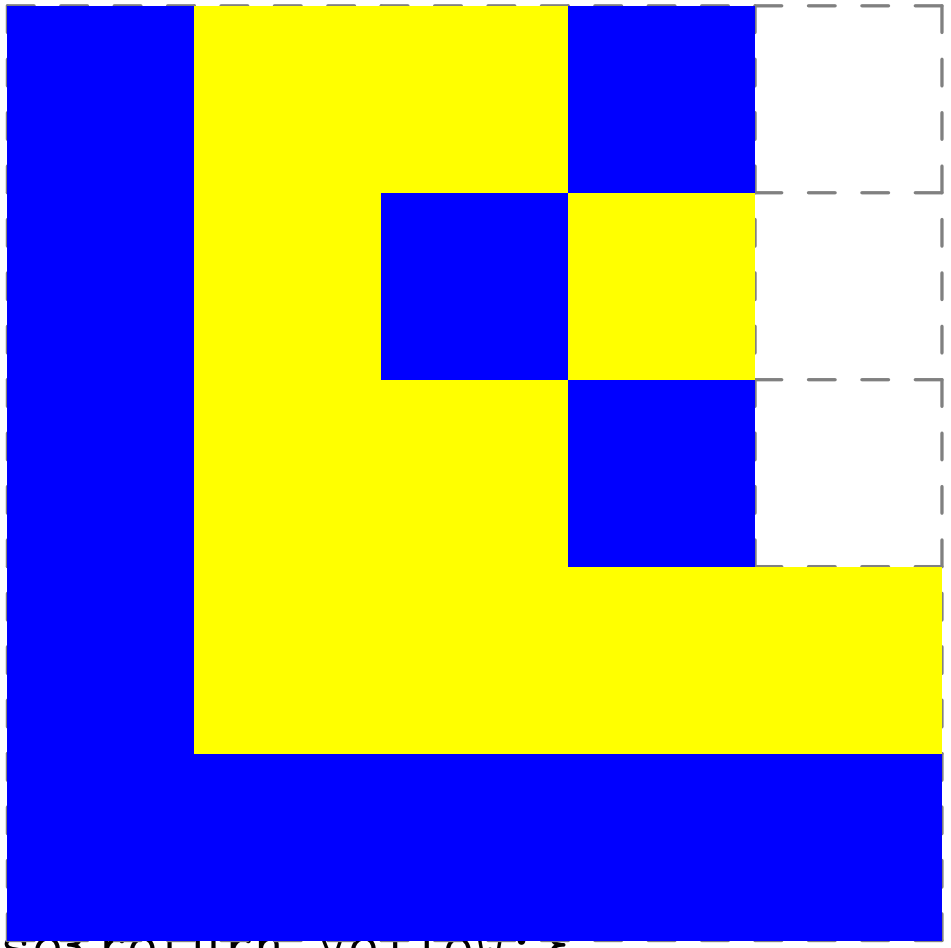
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



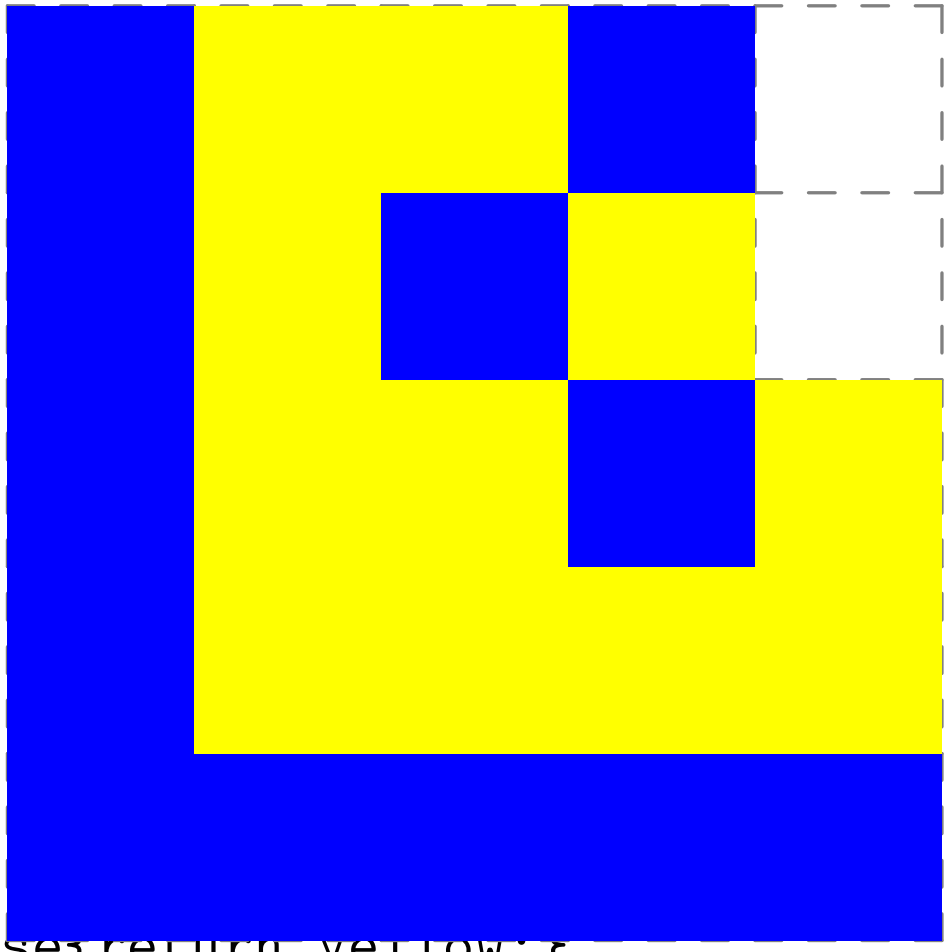
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



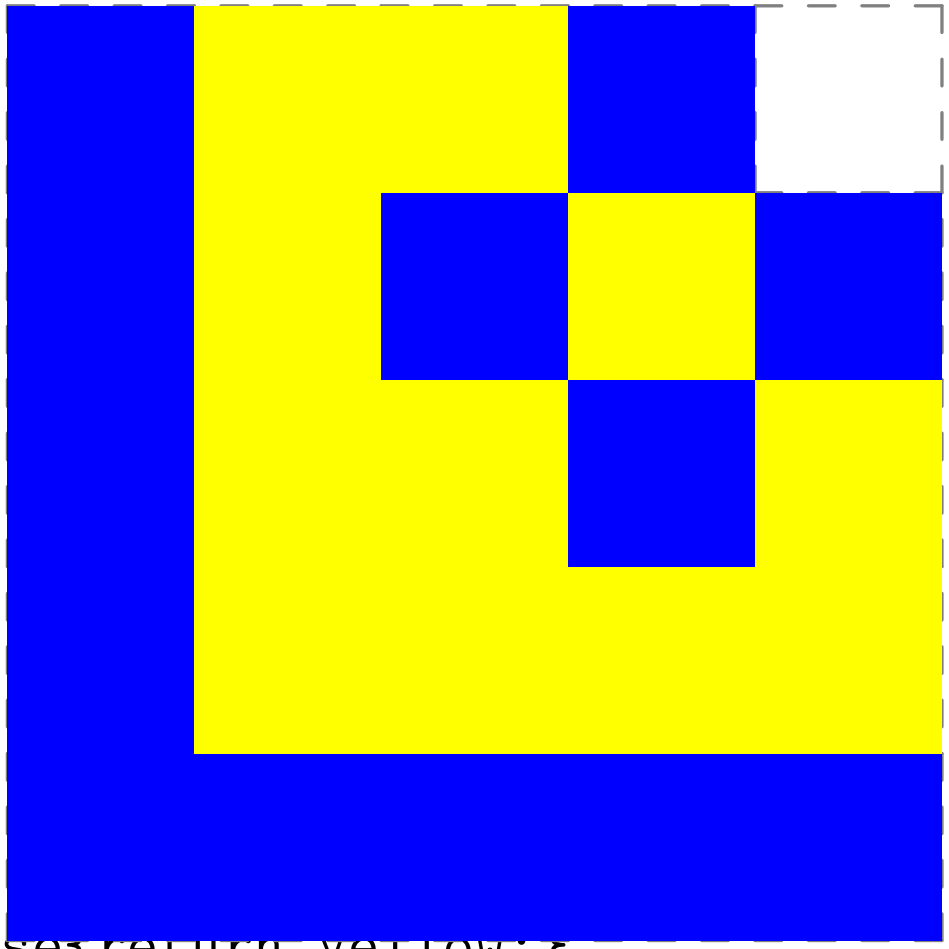
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



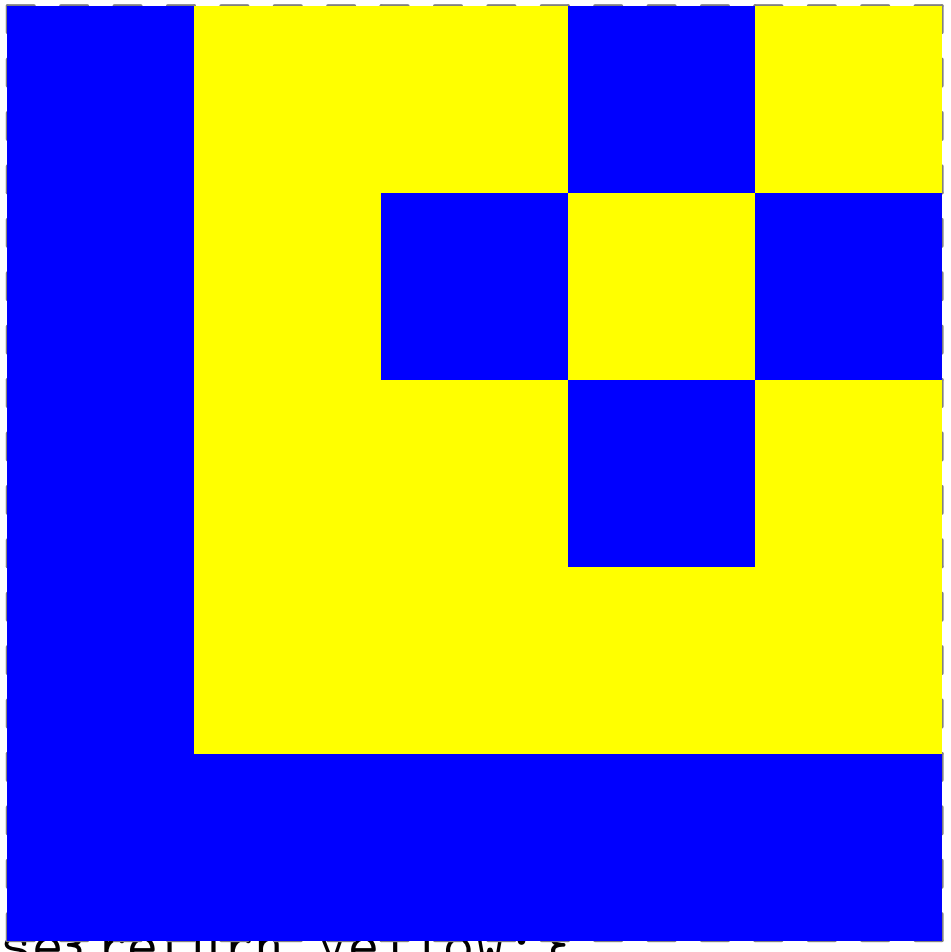
```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```



```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```

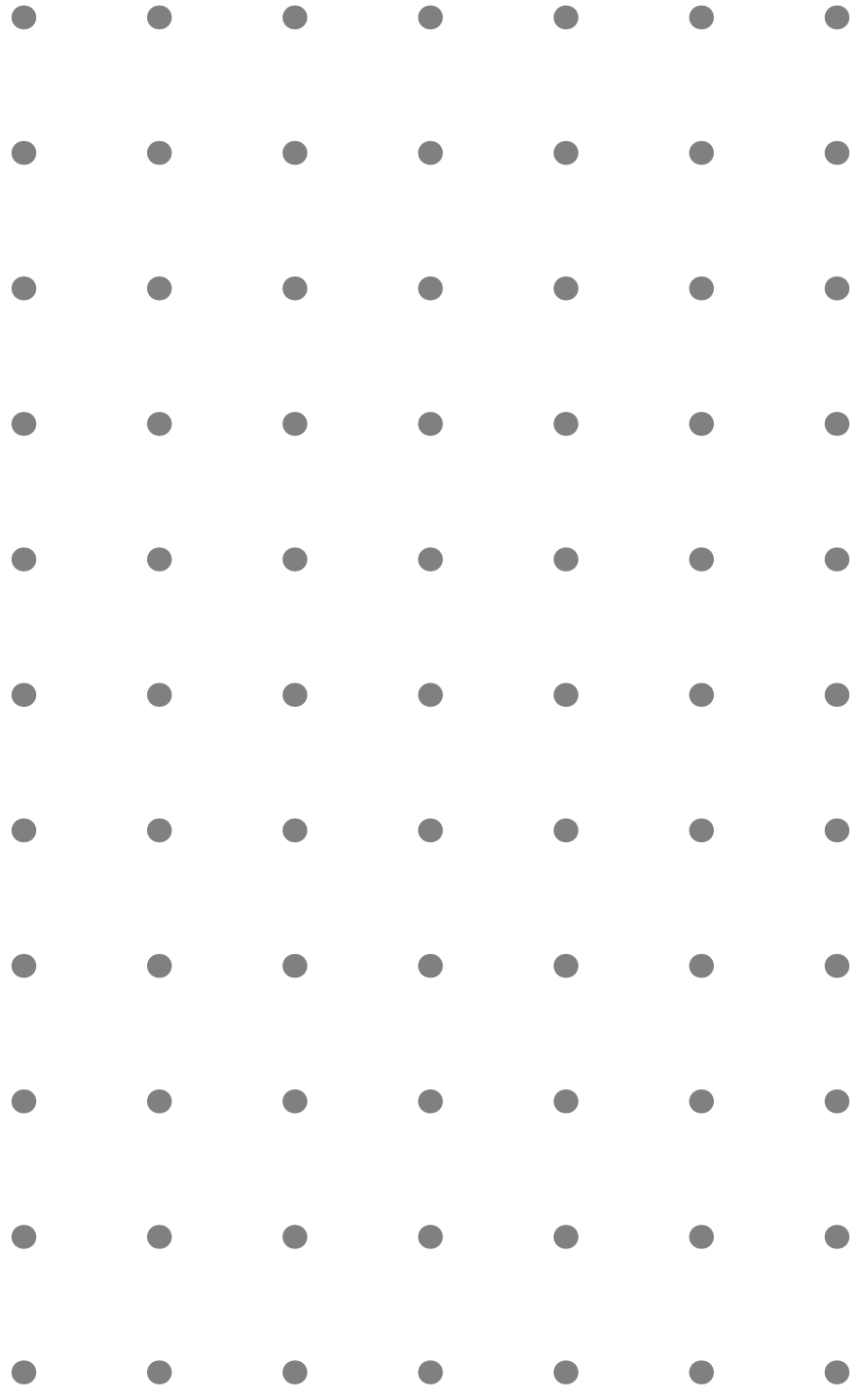


```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```

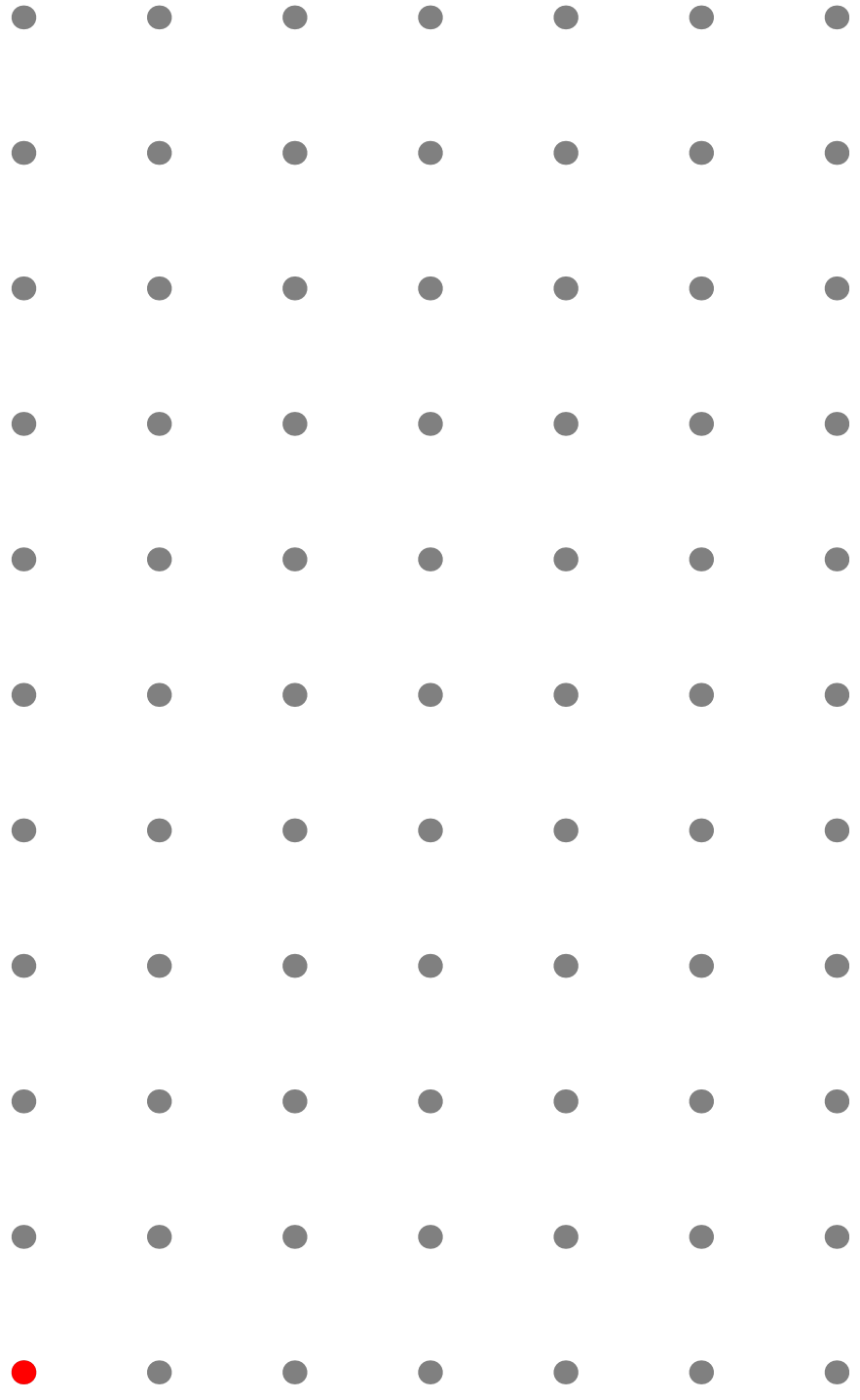


```
unitsize(10mm,10mm);
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dashed+grey)
  draw((i,0)--(i,5),dashed+grey)
  }
pen f(int n){
  if(n % 6 == 0){return blue;}else{return yellow;}
}
for(int i=0;i<5;i=i+1){
  for(int j=0;j<5;j=j+1){
    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
  }
}
```

```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
}
int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
}
int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
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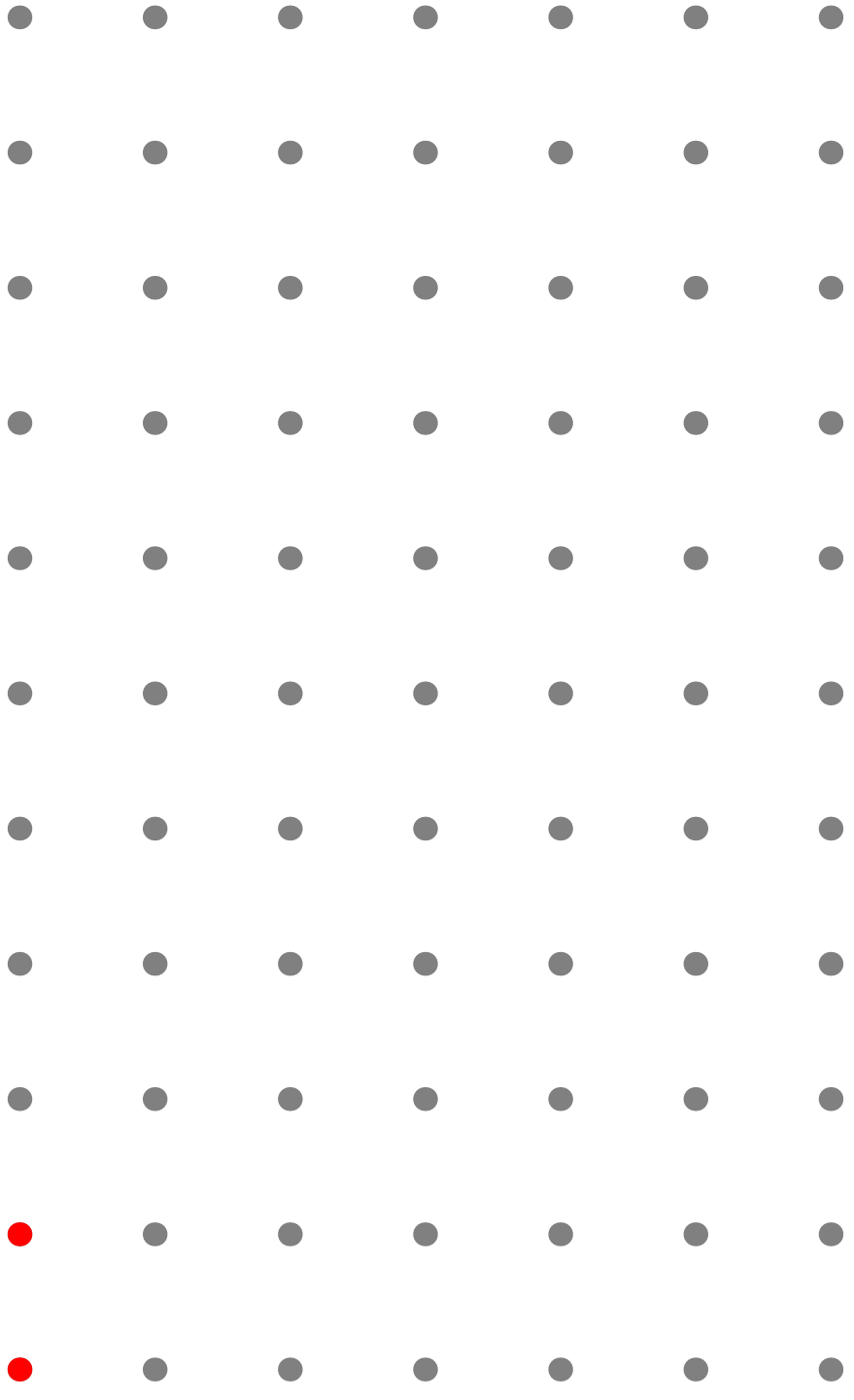
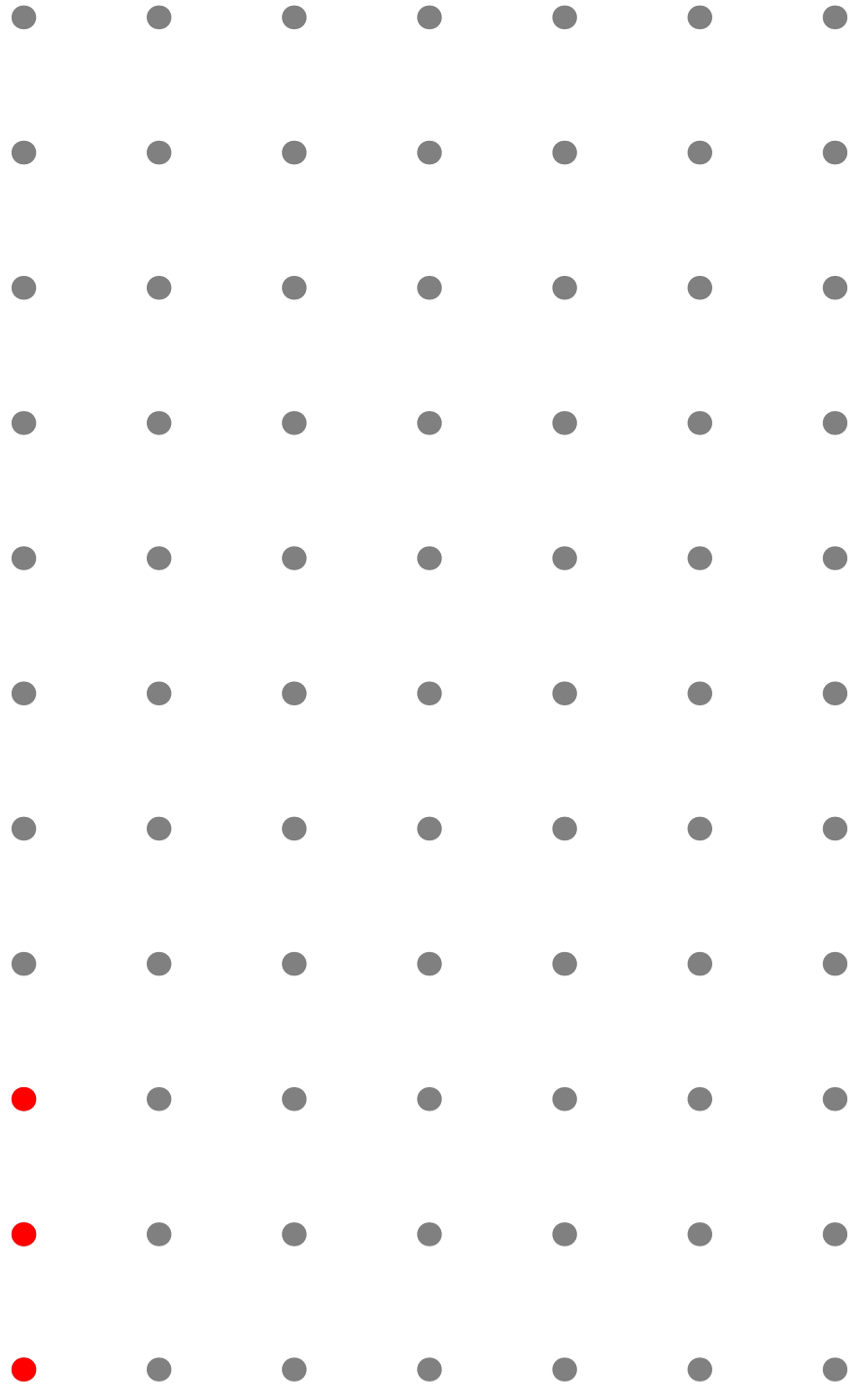
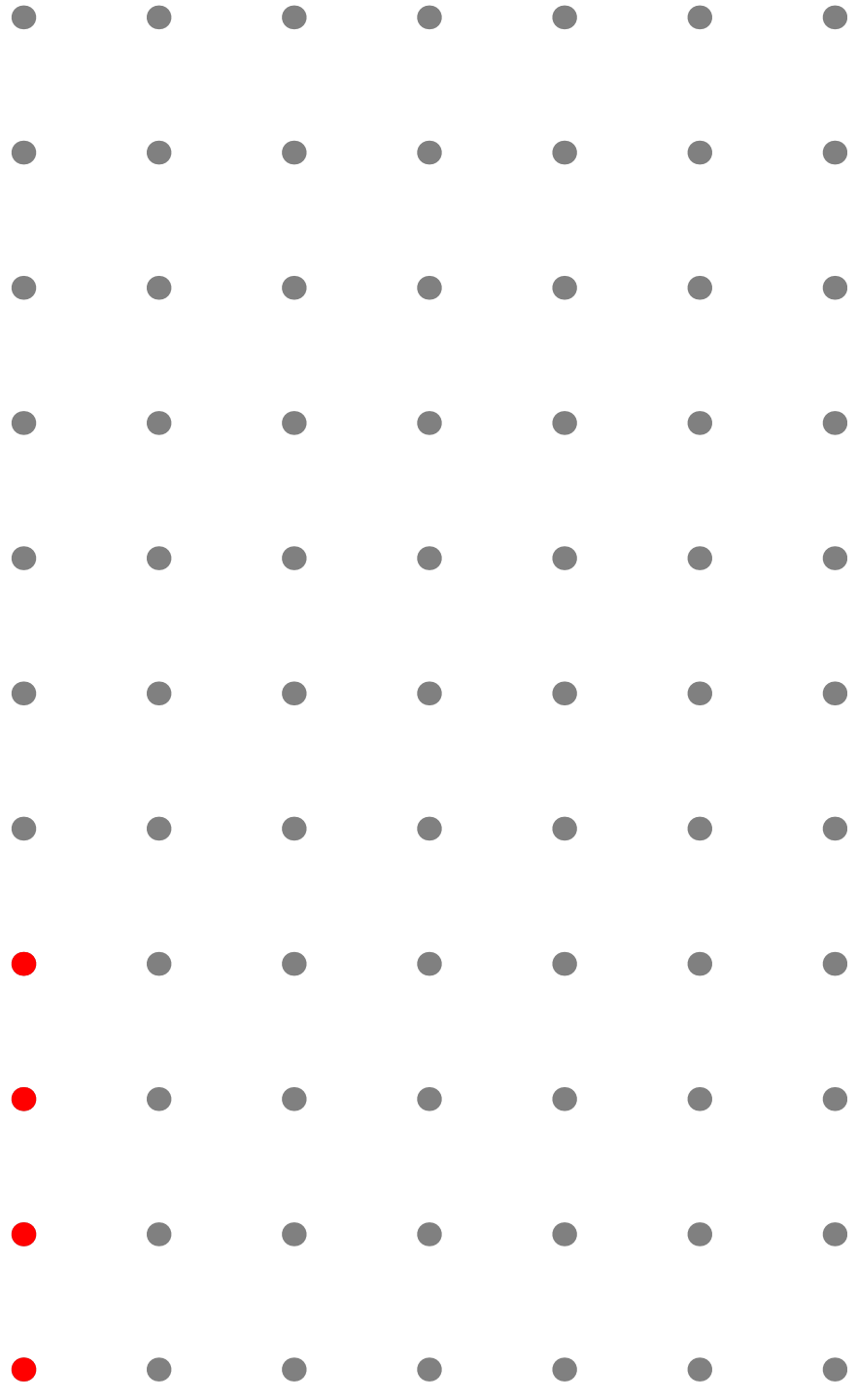
}
int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



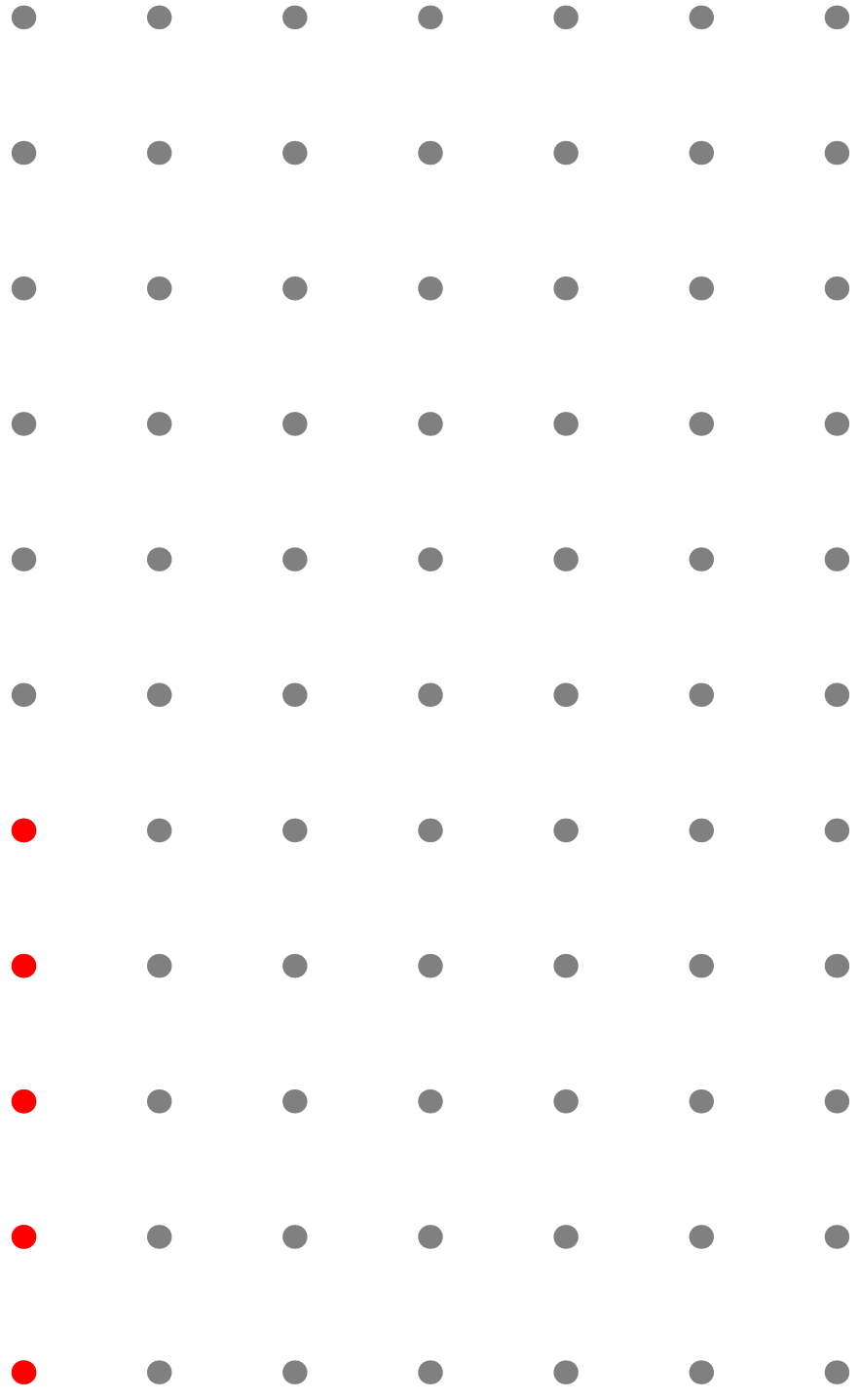
```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
}
int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



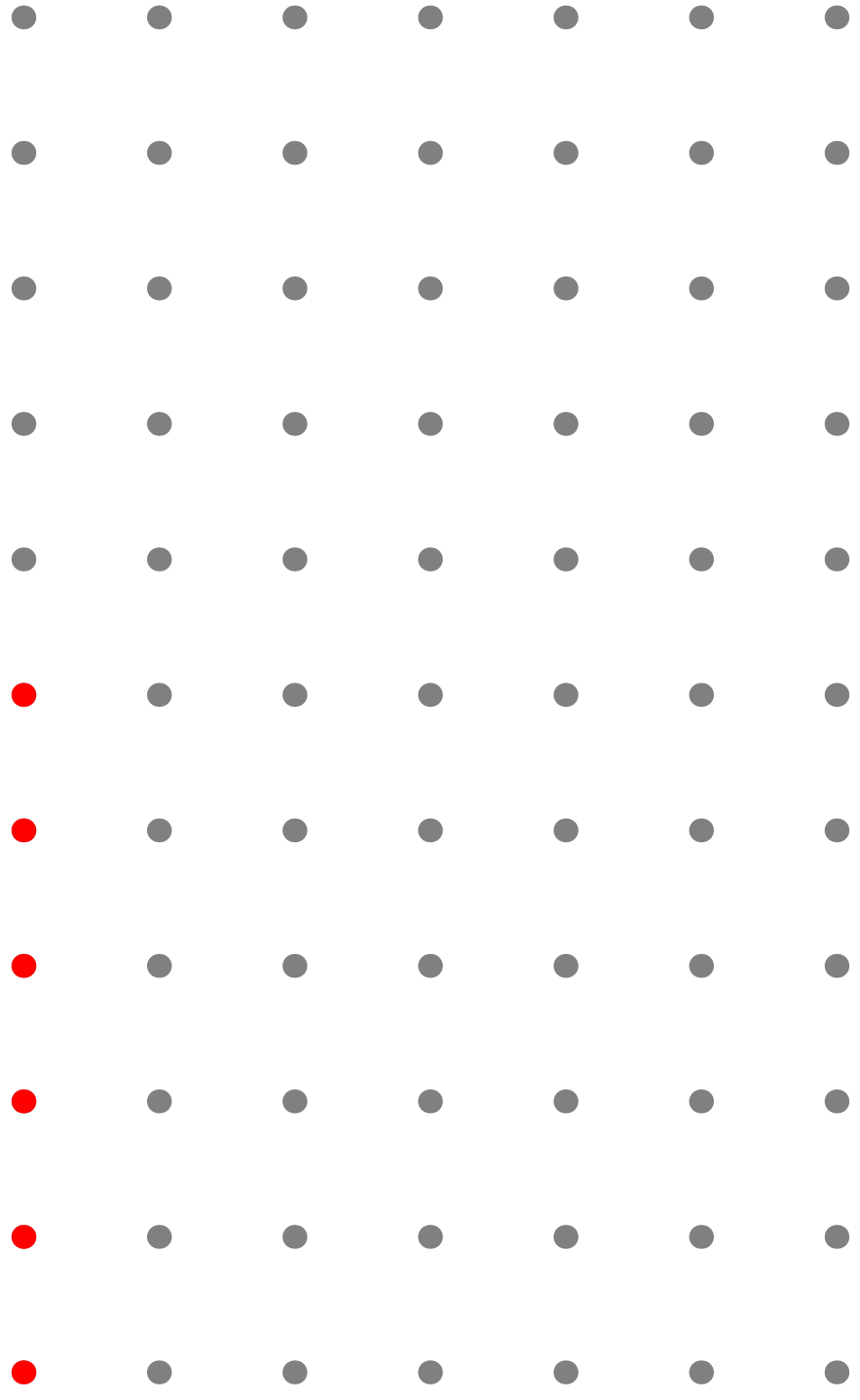
```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
}
int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
}
int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
}
int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
}
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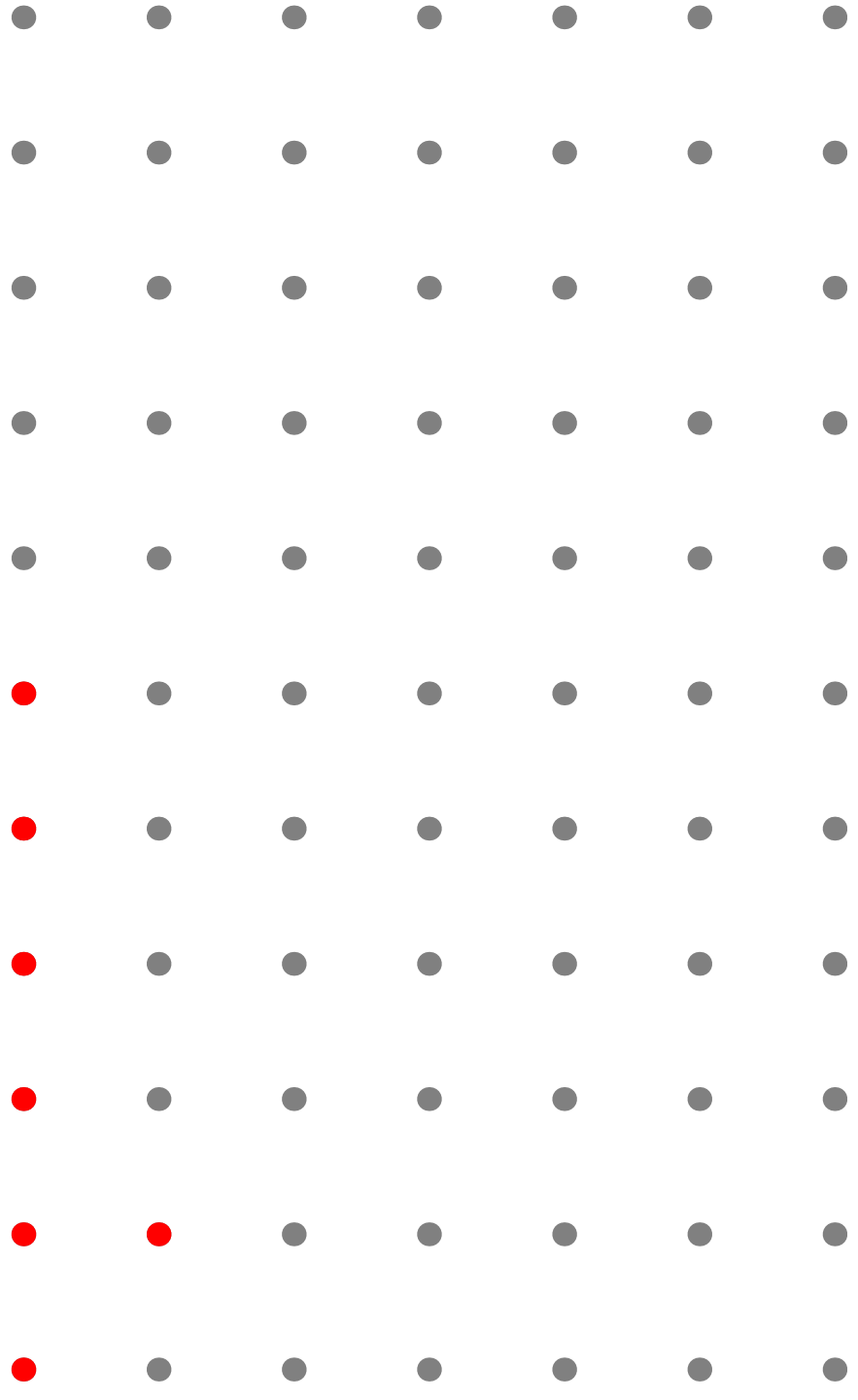
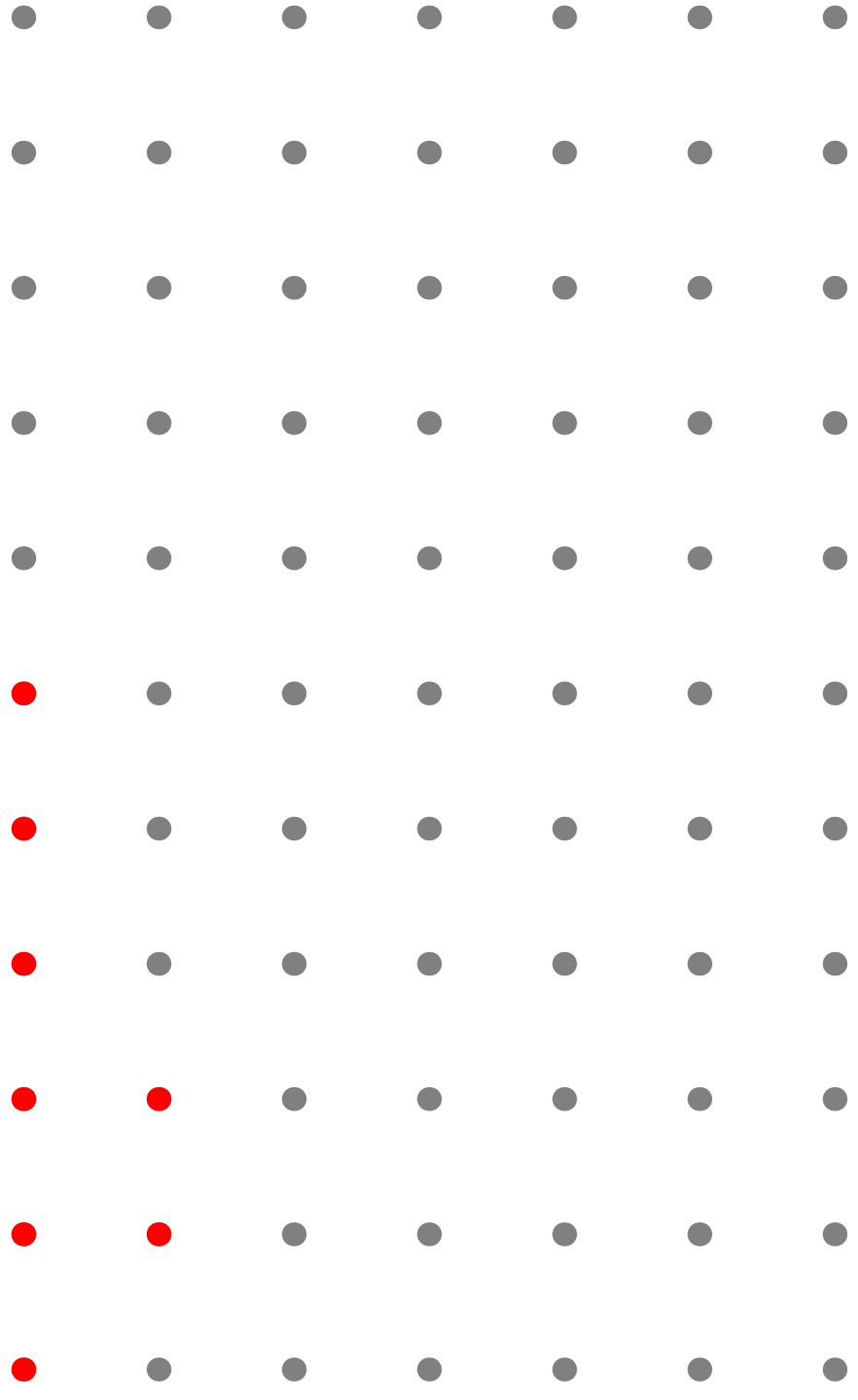
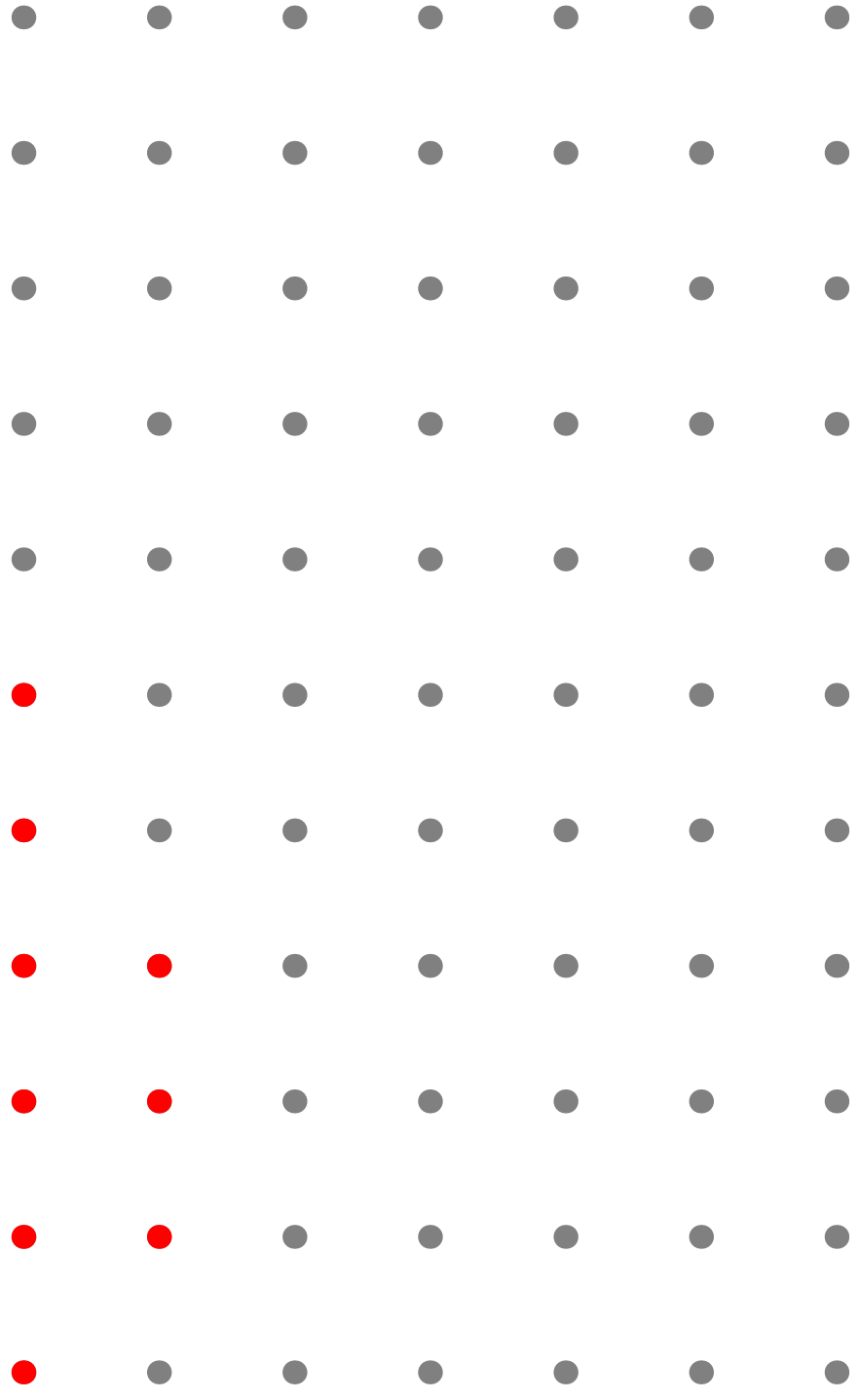
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
}
int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
}
int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



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unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
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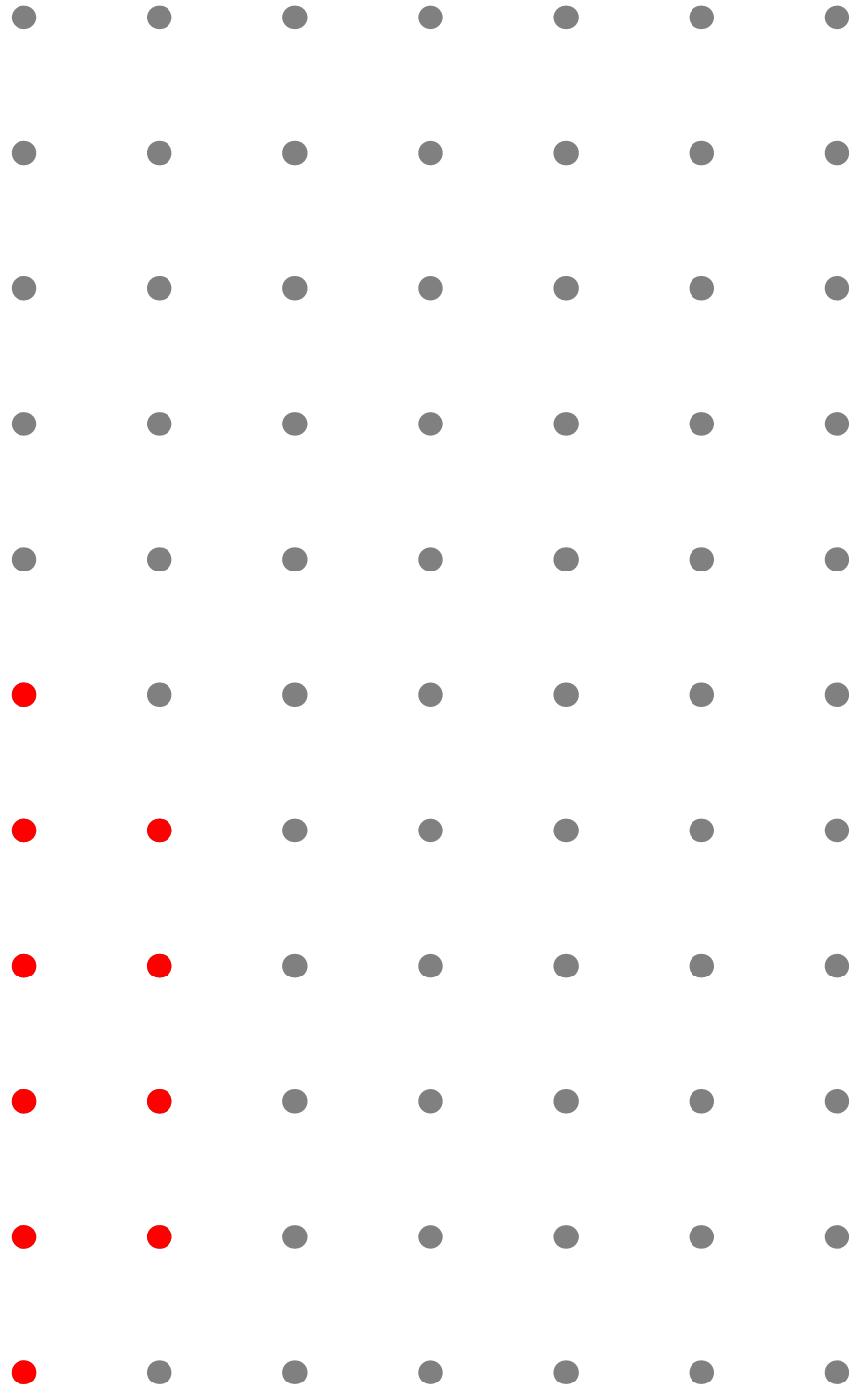
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



```
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
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int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
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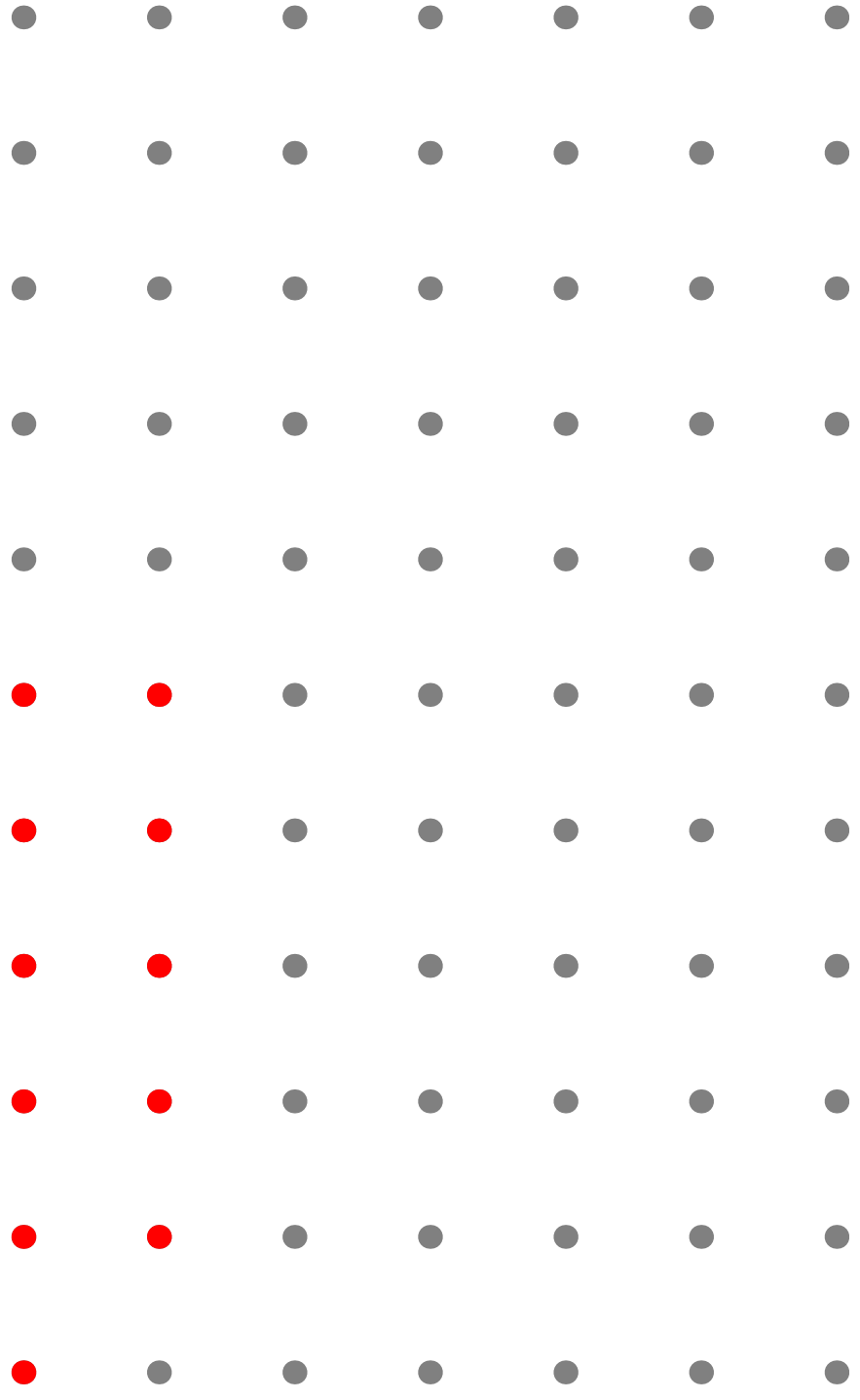

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unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
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  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
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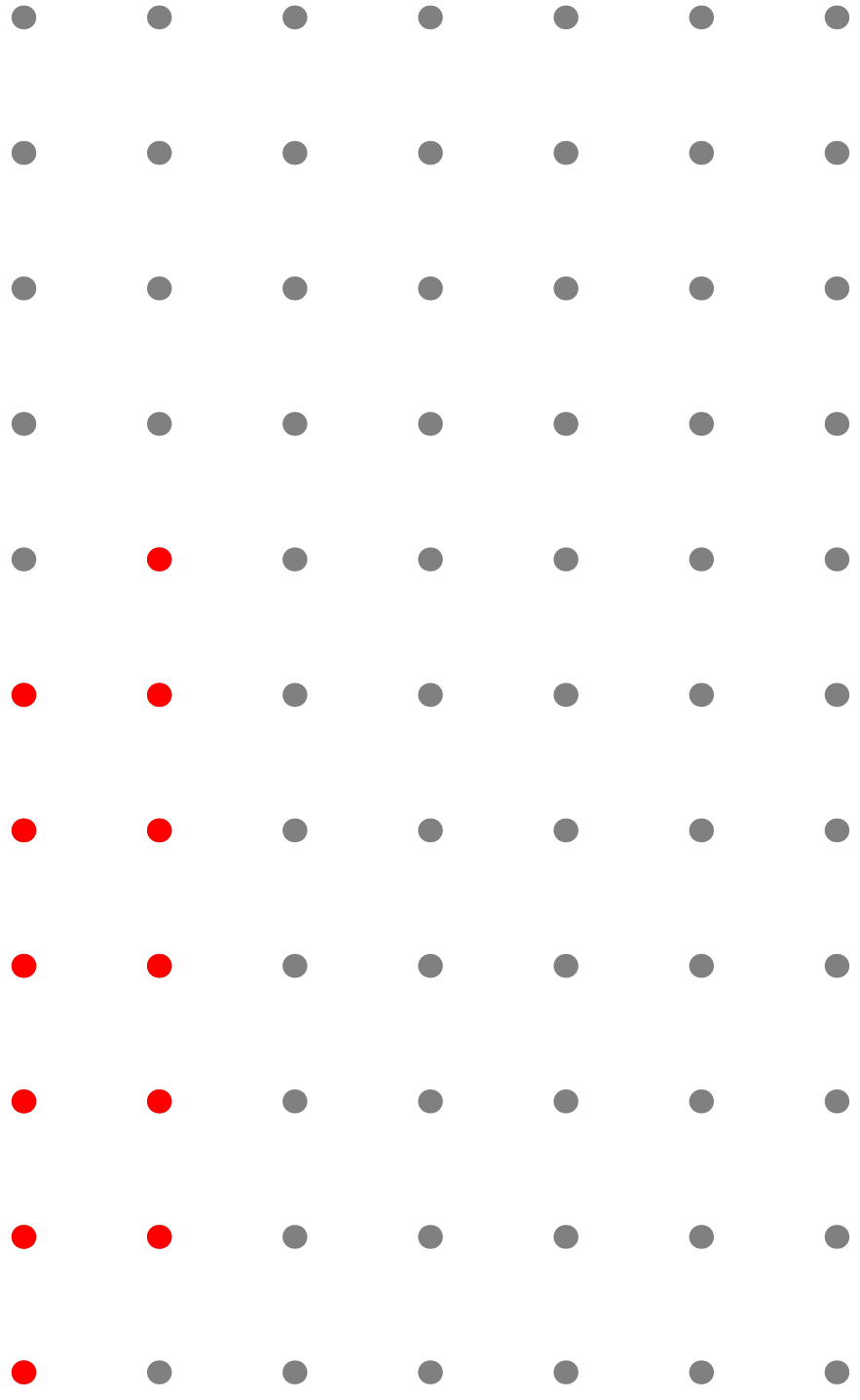

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unitsize(6mm,6mm);
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  //dot((i,j),red);
  j=j+1;
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    i=i+1;
    j=i;
  }
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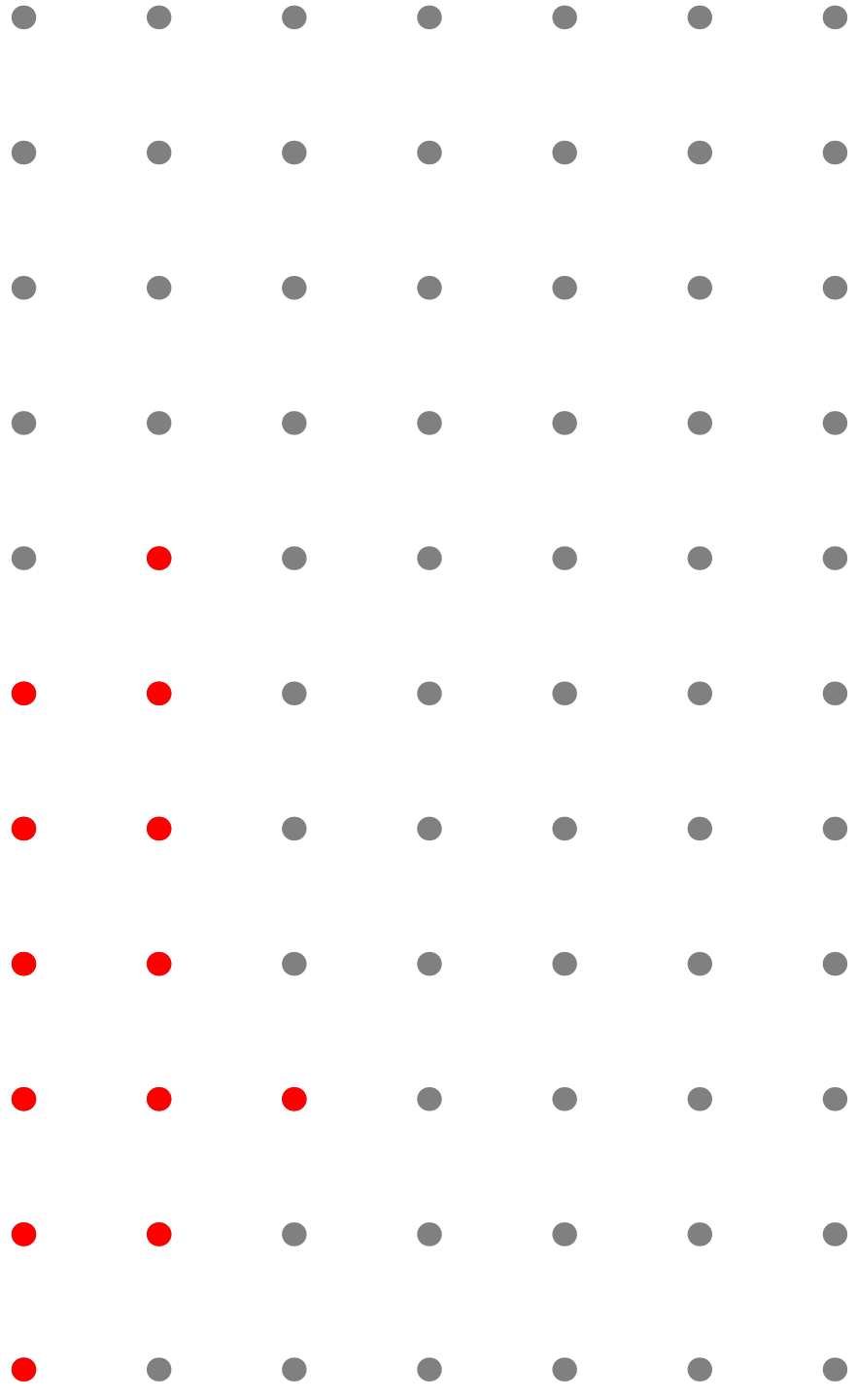

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    dot((i,j),grey);
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  //dot((i,j),red);
  j=j+1;
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    i=i+1;
    j=i;
  }
}
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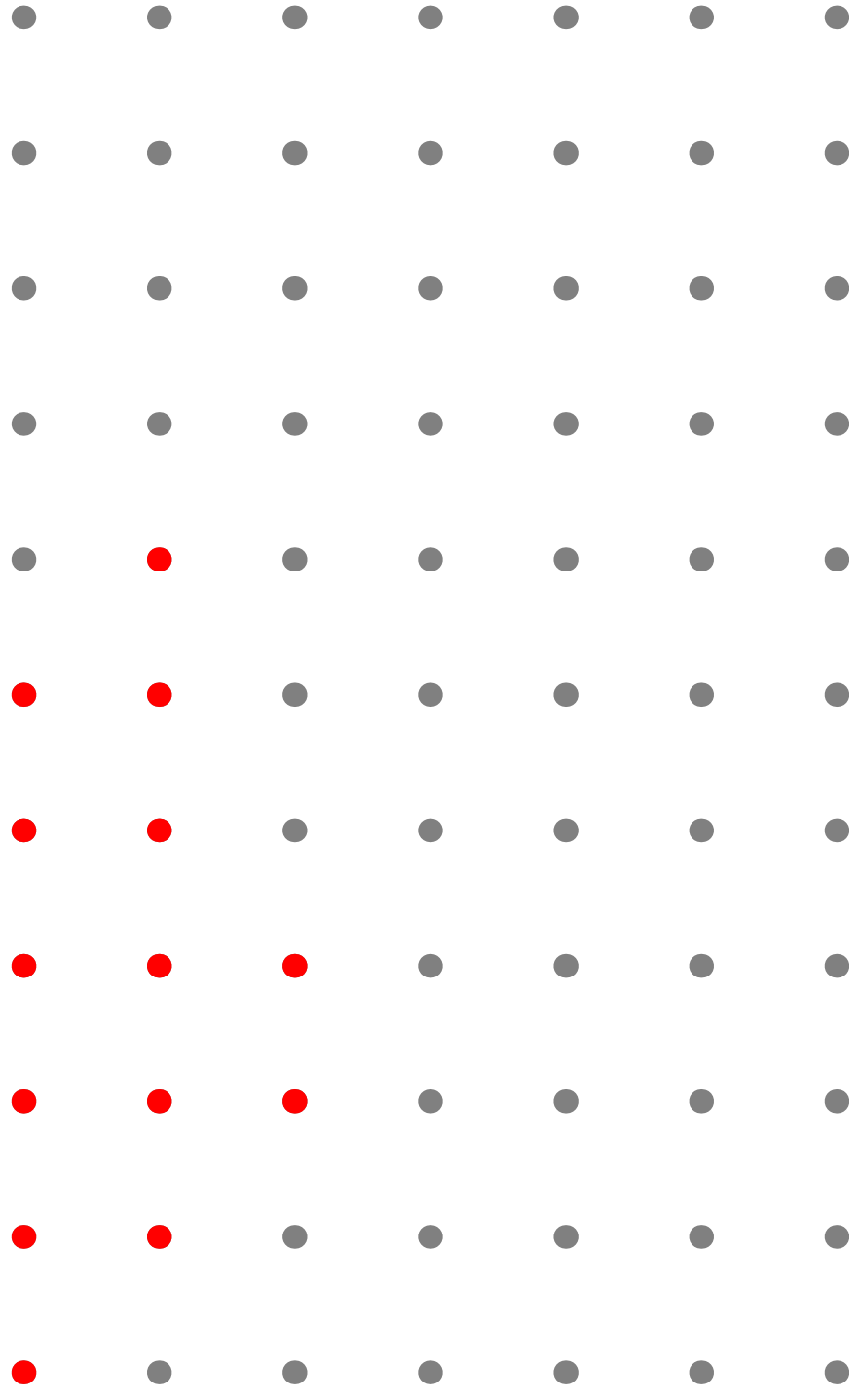

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unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
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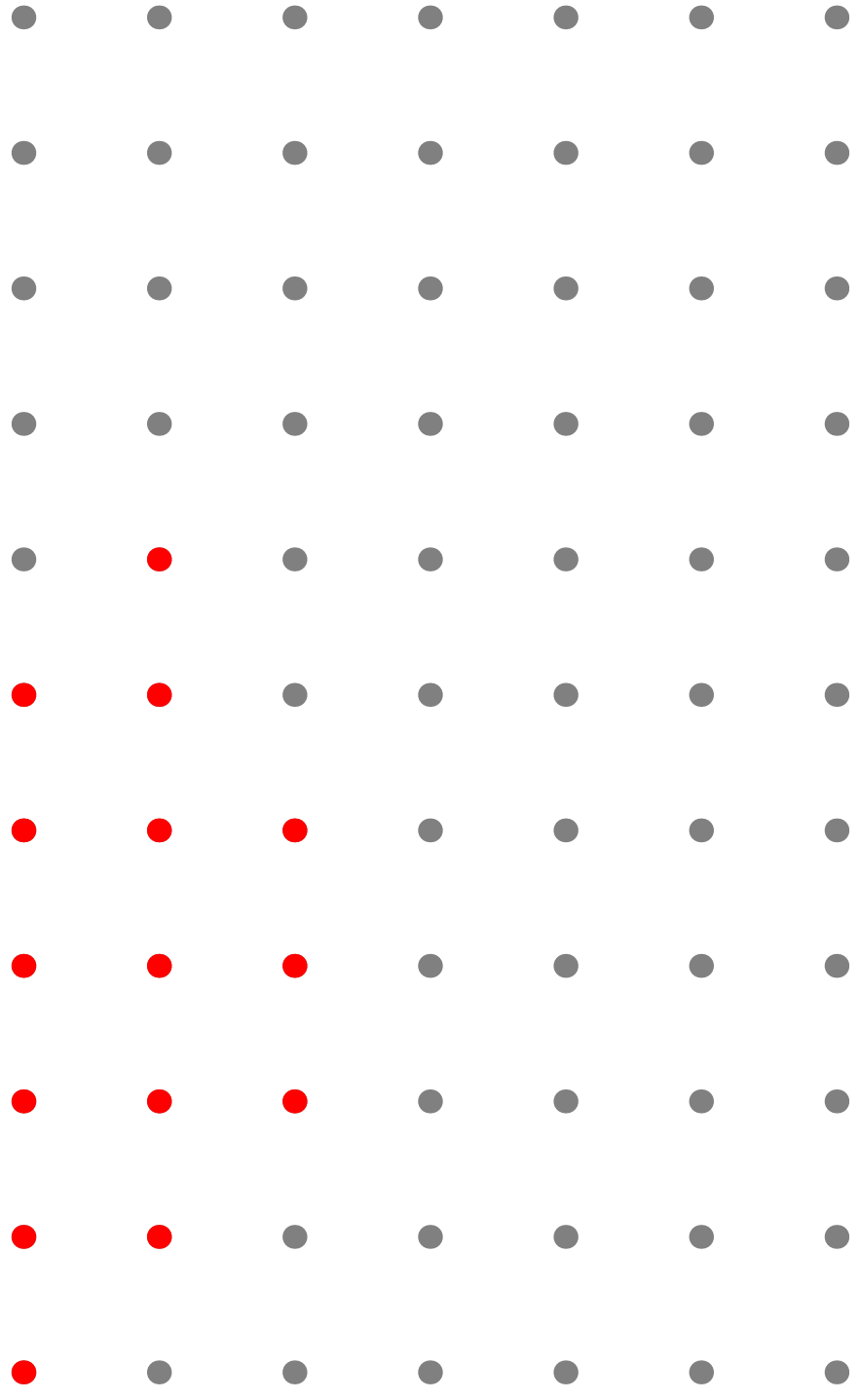

```
unitsize(6mm,6mm);
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    i=i+1;
    j=i;
  }
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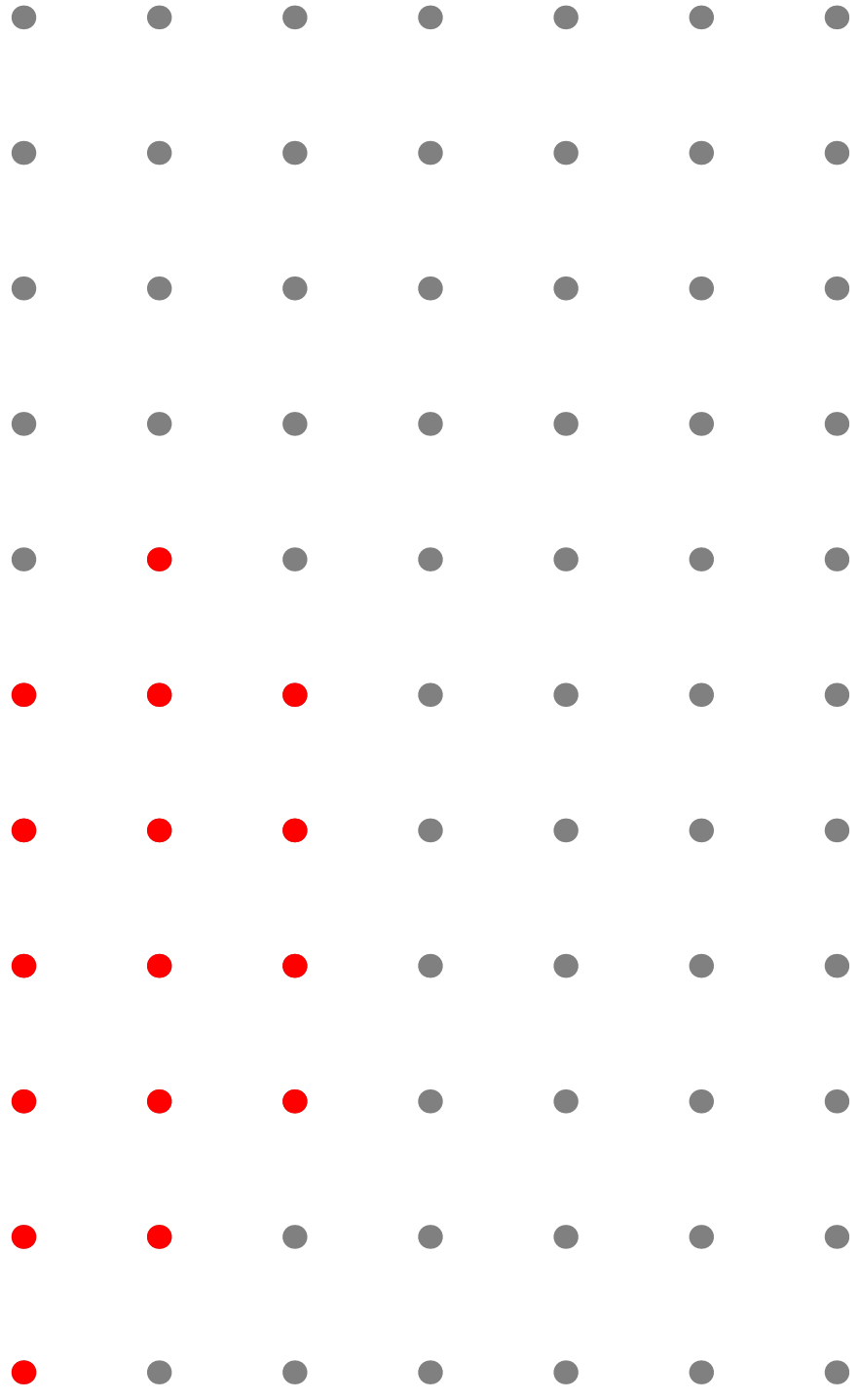
```



```
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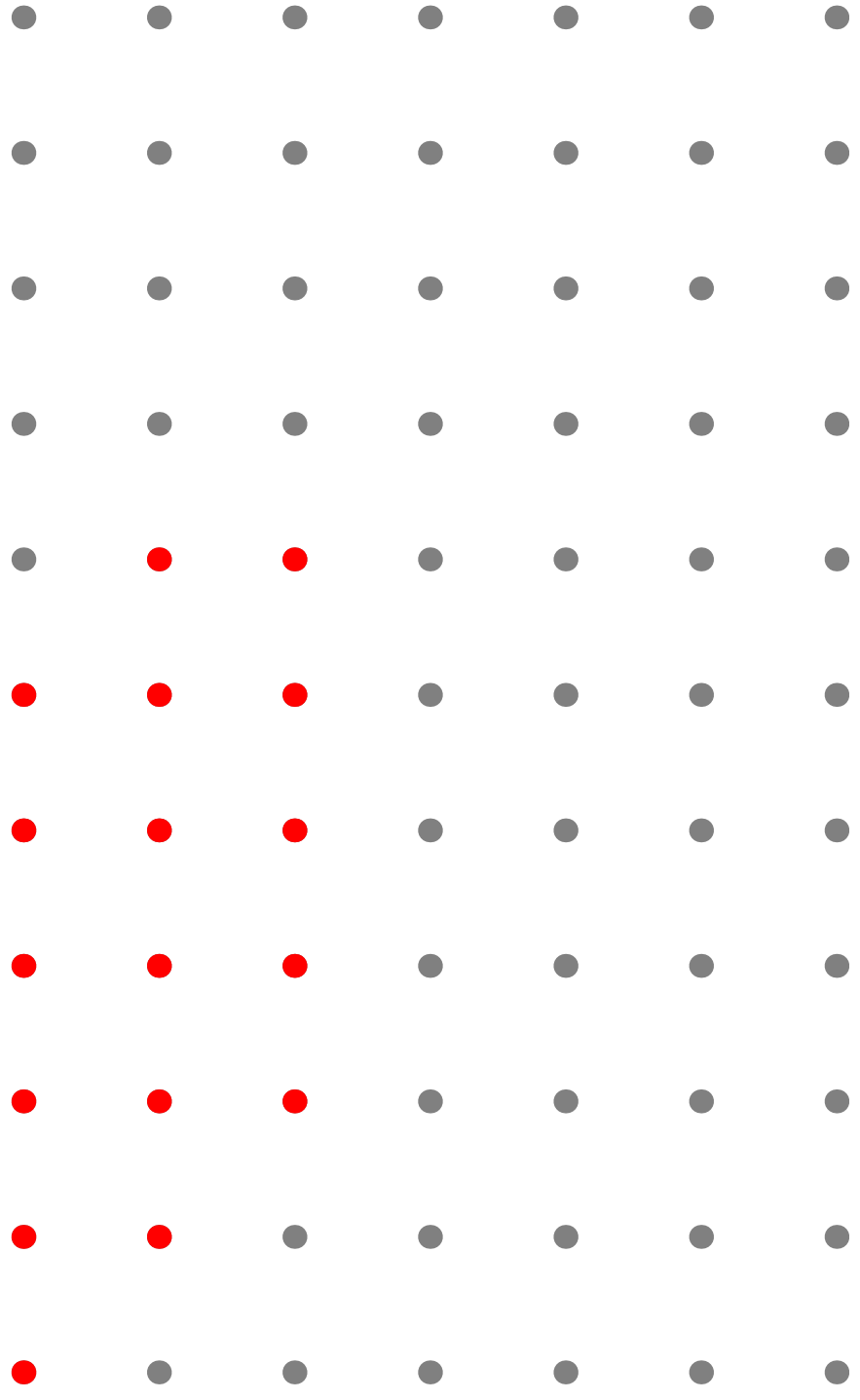
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



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unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
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    i=i+1;
    j=i;
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}
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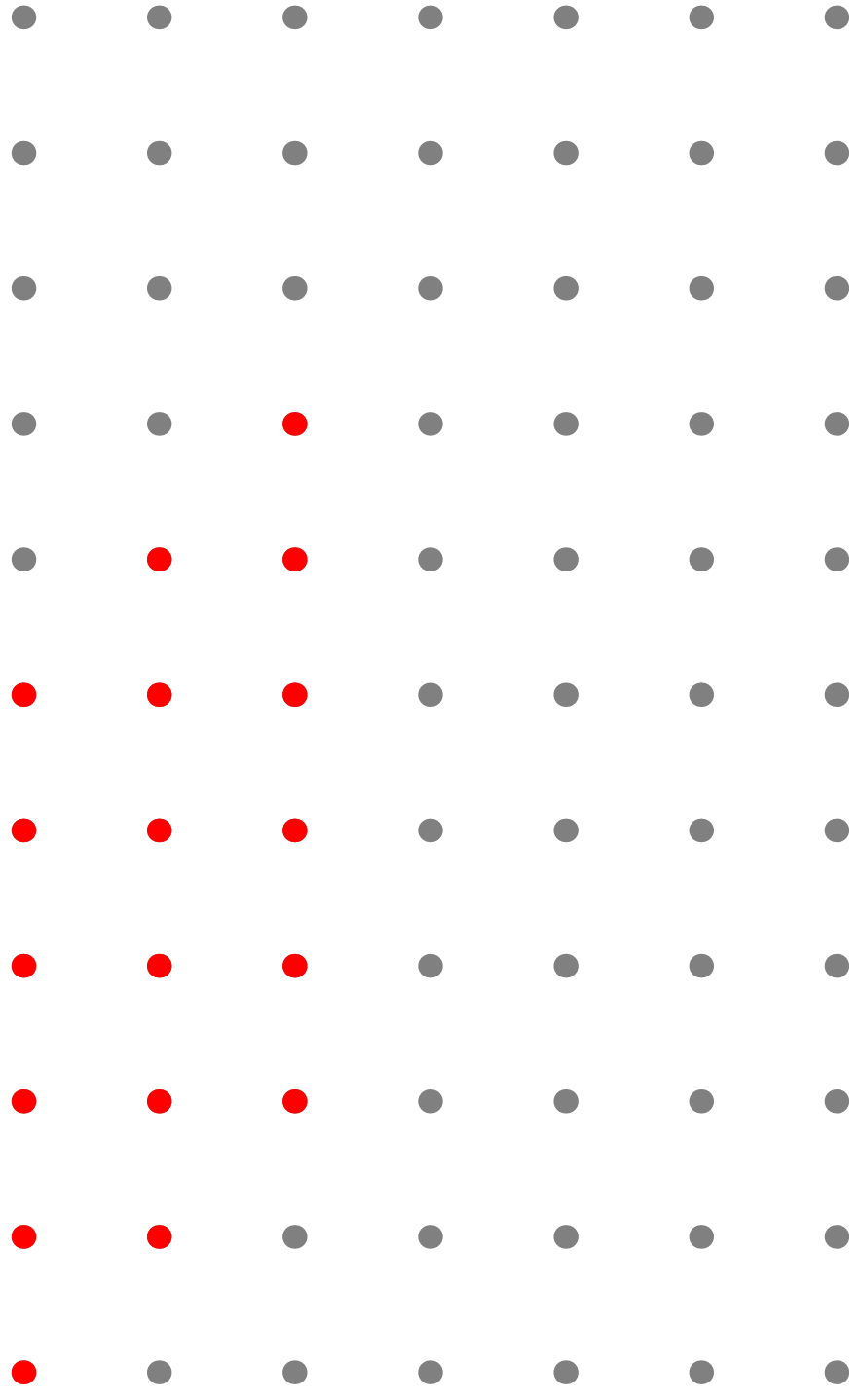

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unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
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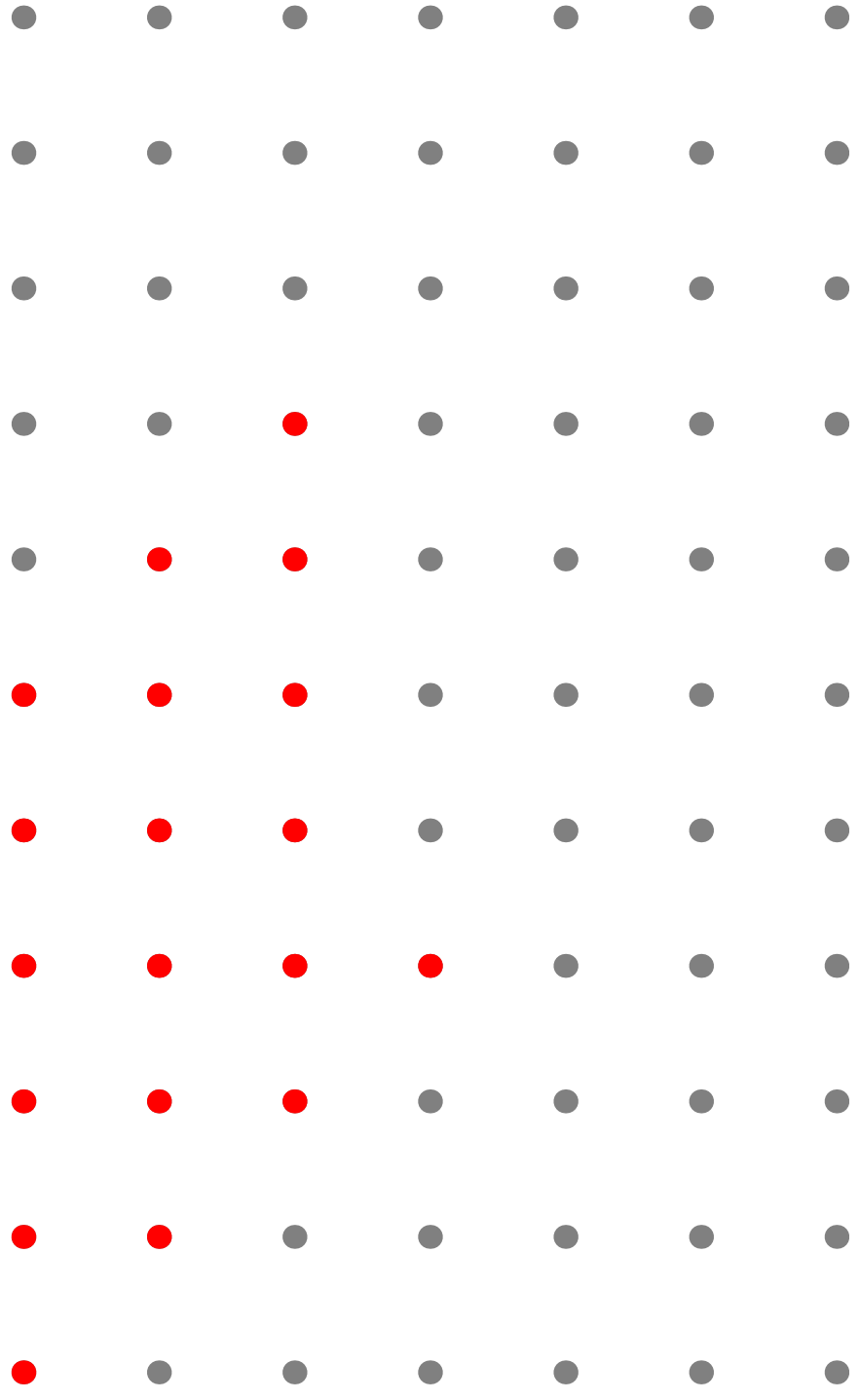
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



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unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
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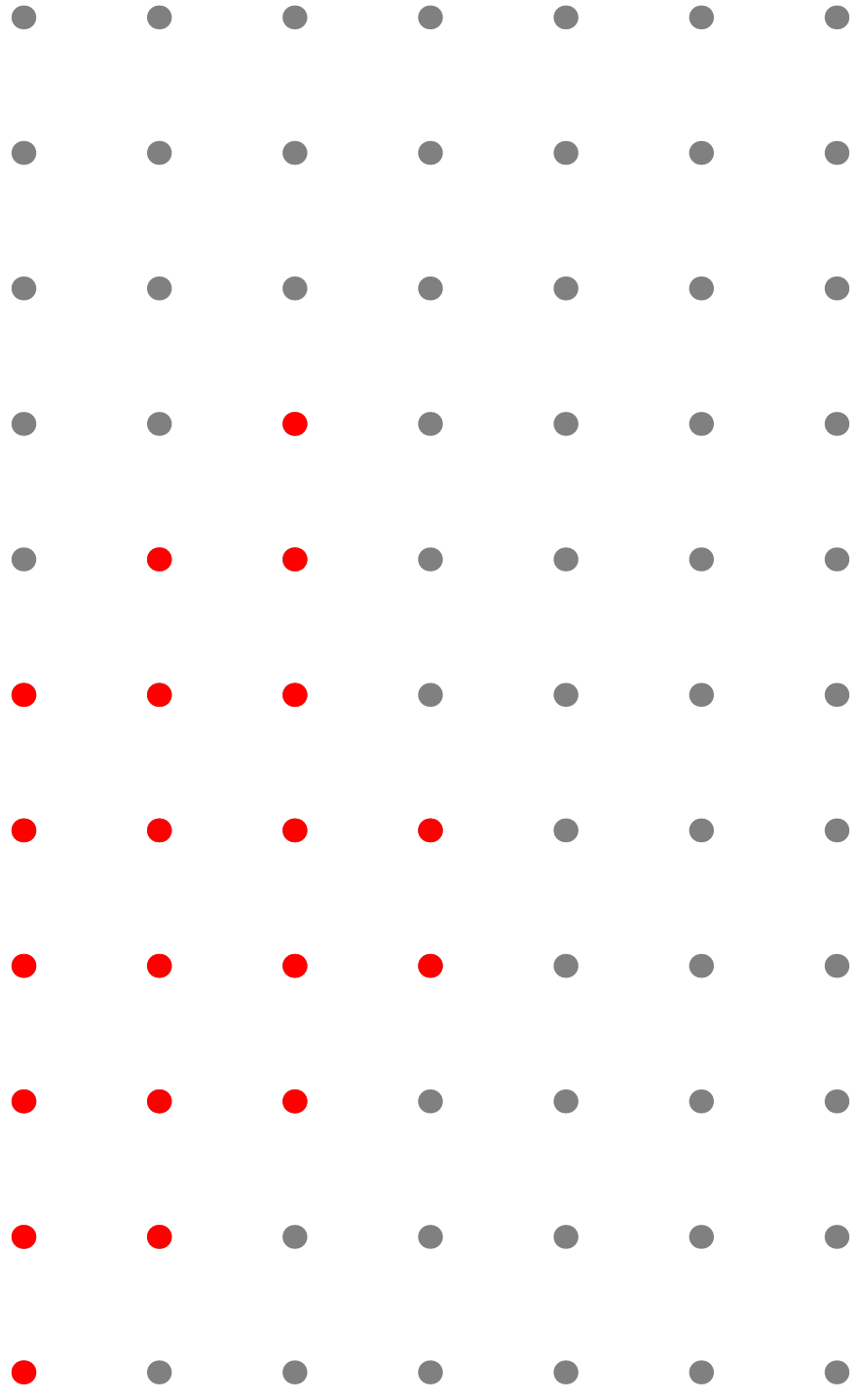
    i=i+1;
    j=i;
  }
}
```



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unitsize(6mm,6mm);
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    i=i+1;
    j=i;
  }
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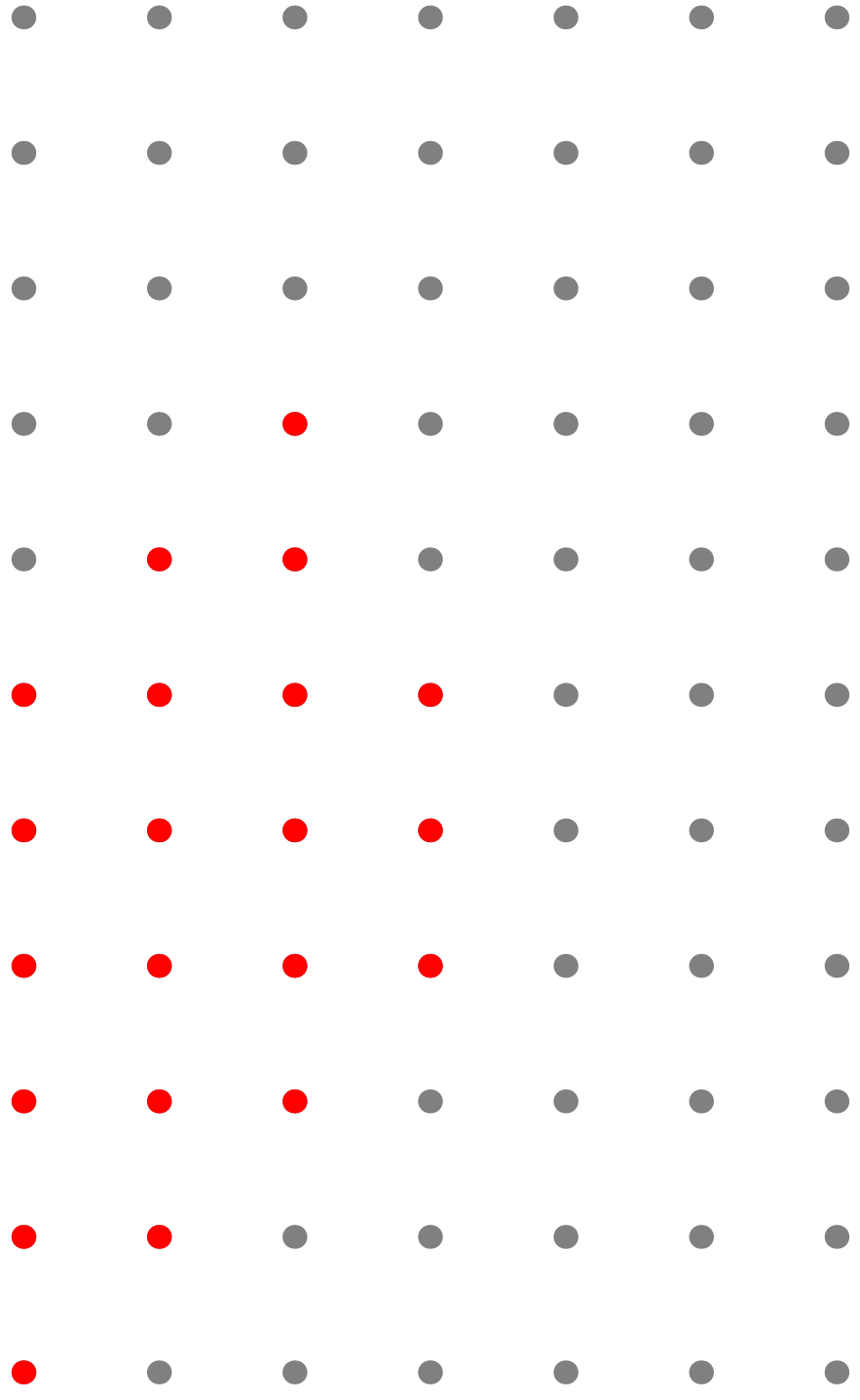
```



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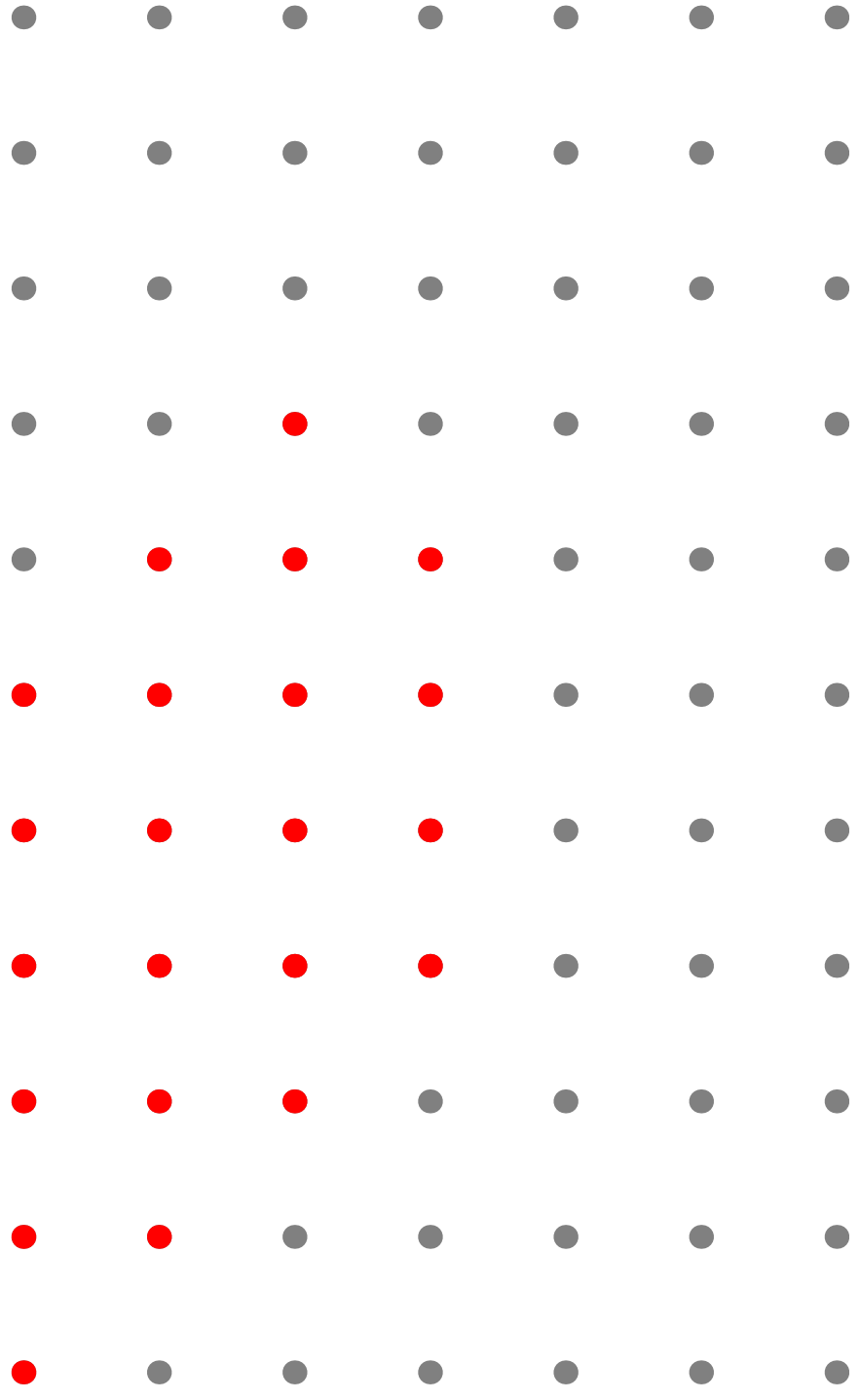
}
```



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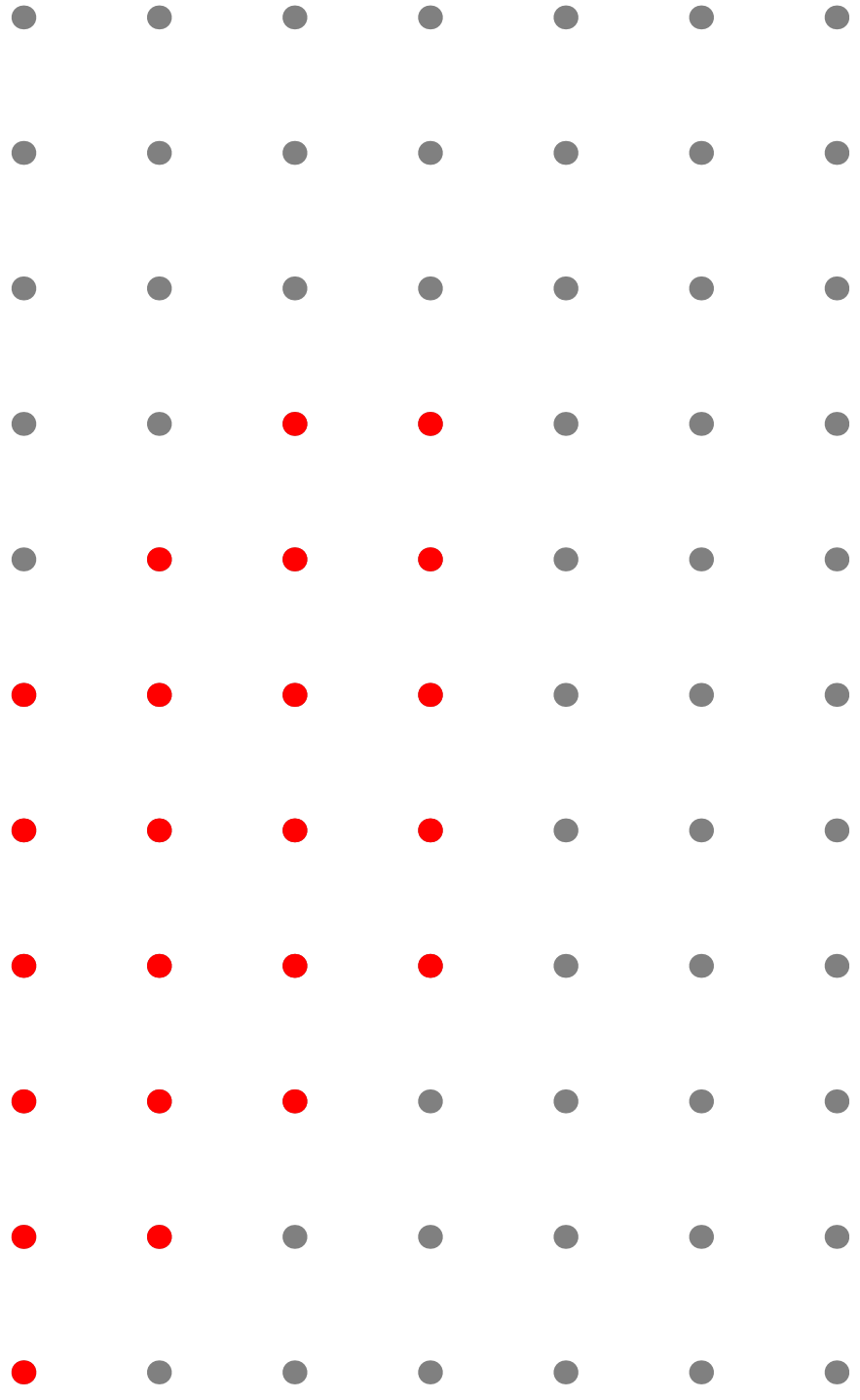

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  //dot((i,j),red);
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    i=i+1;
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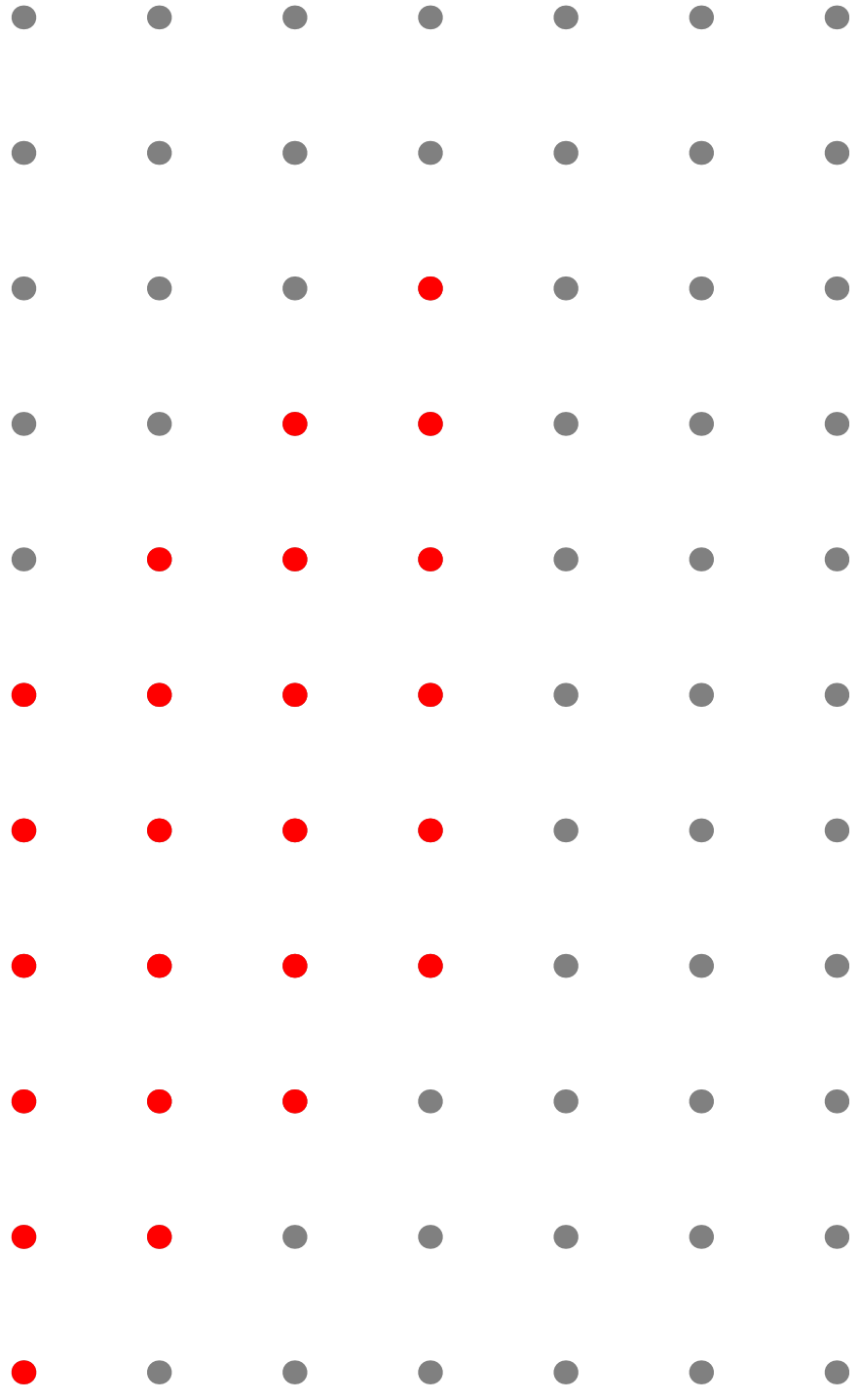

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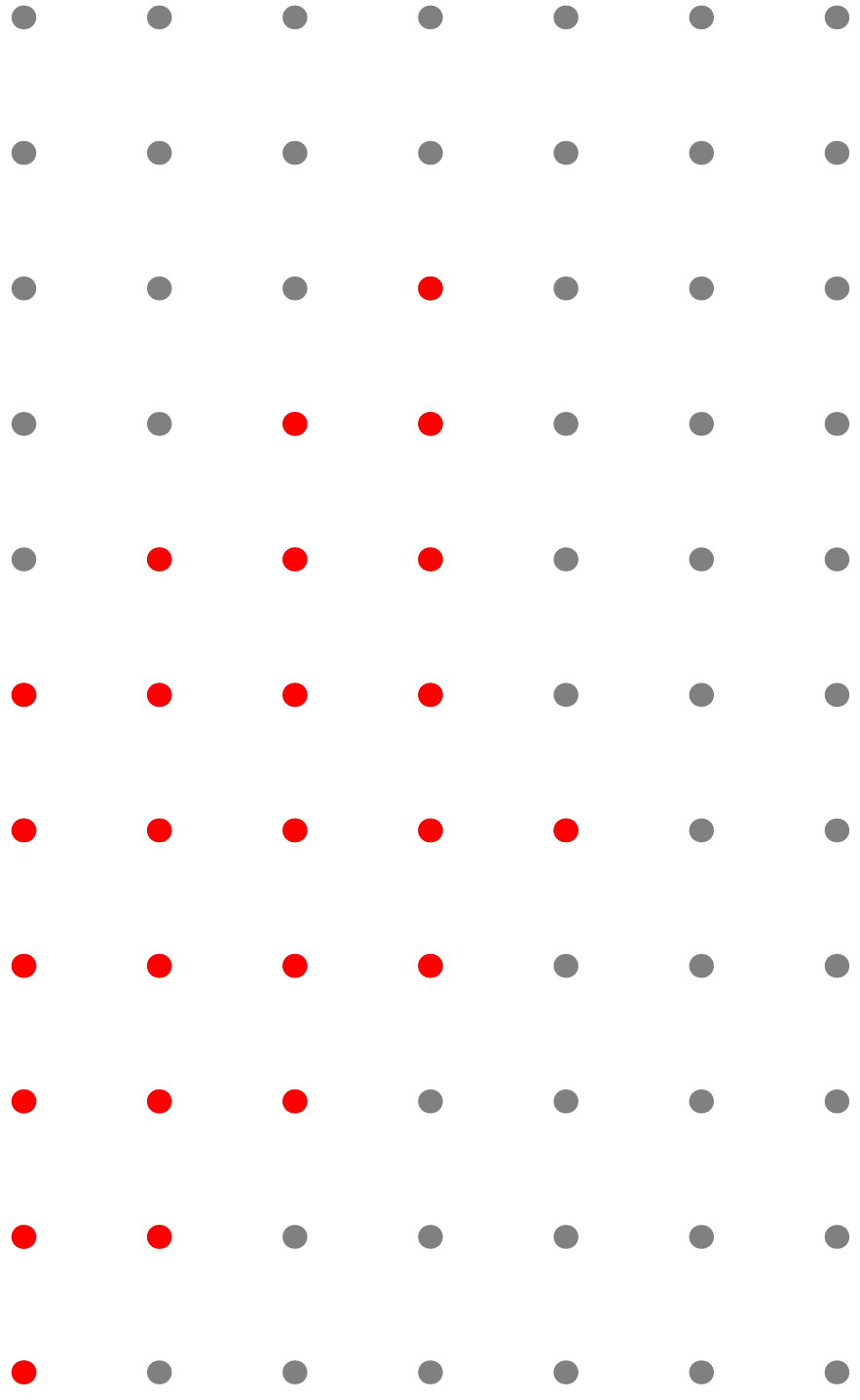

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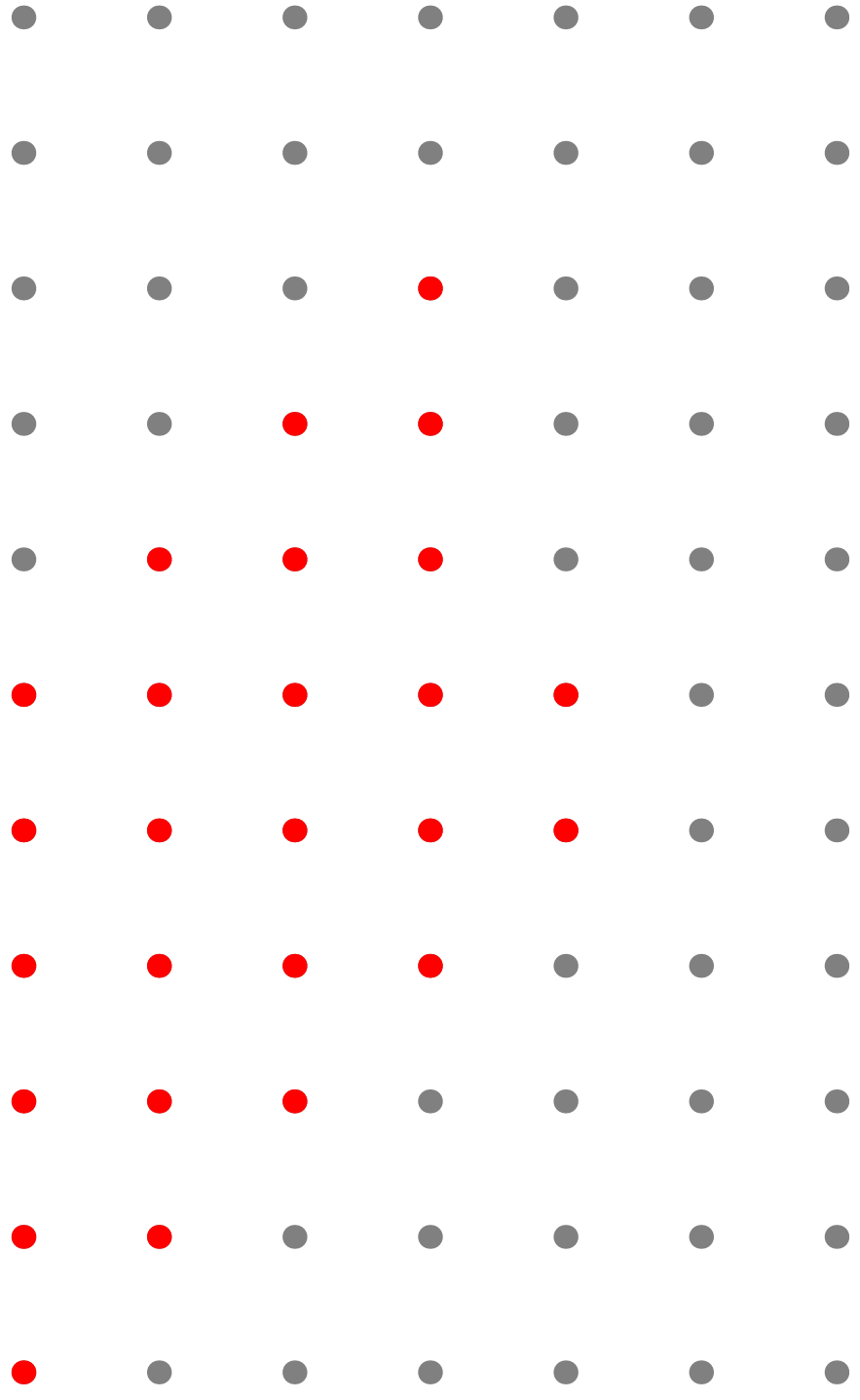

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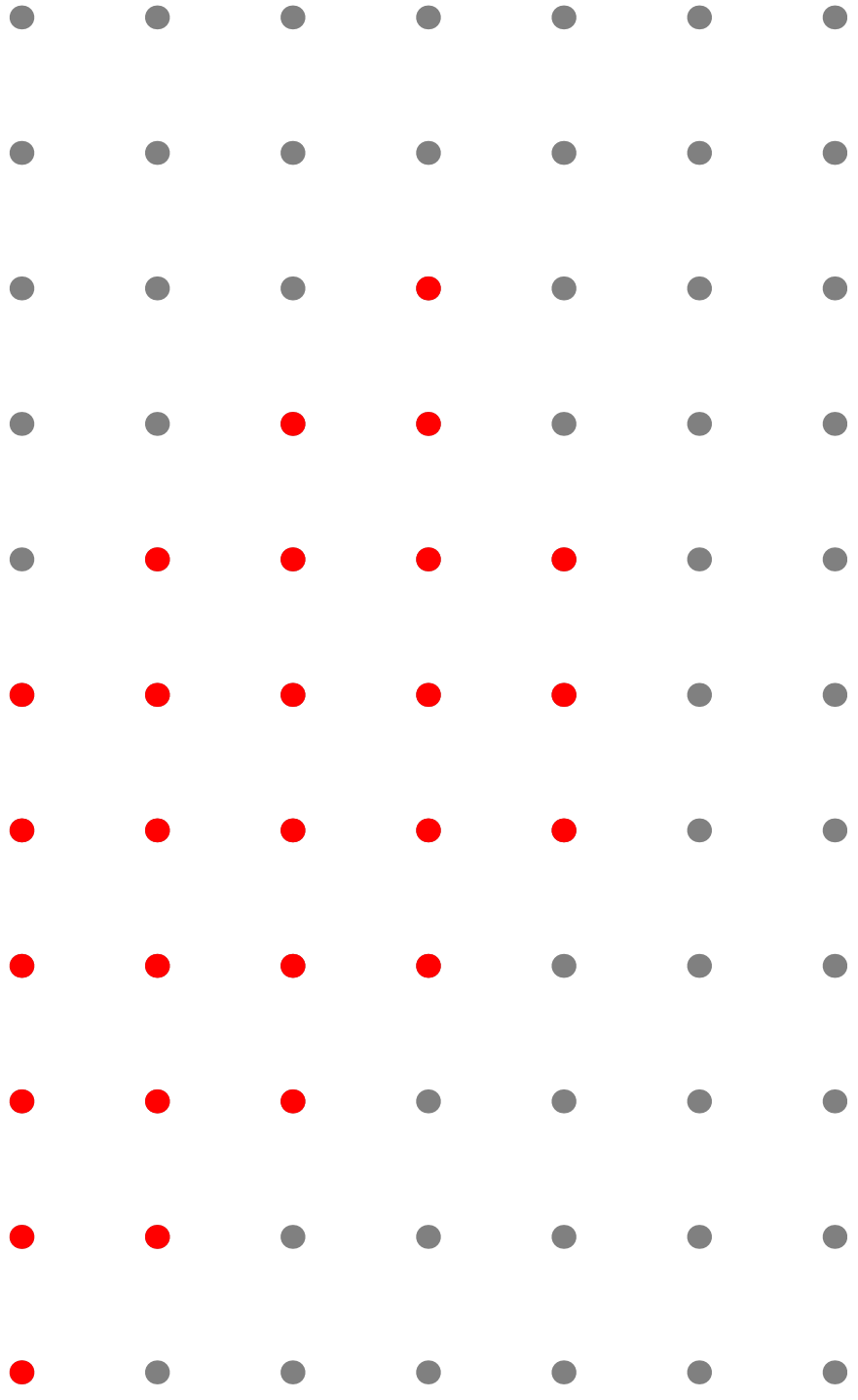

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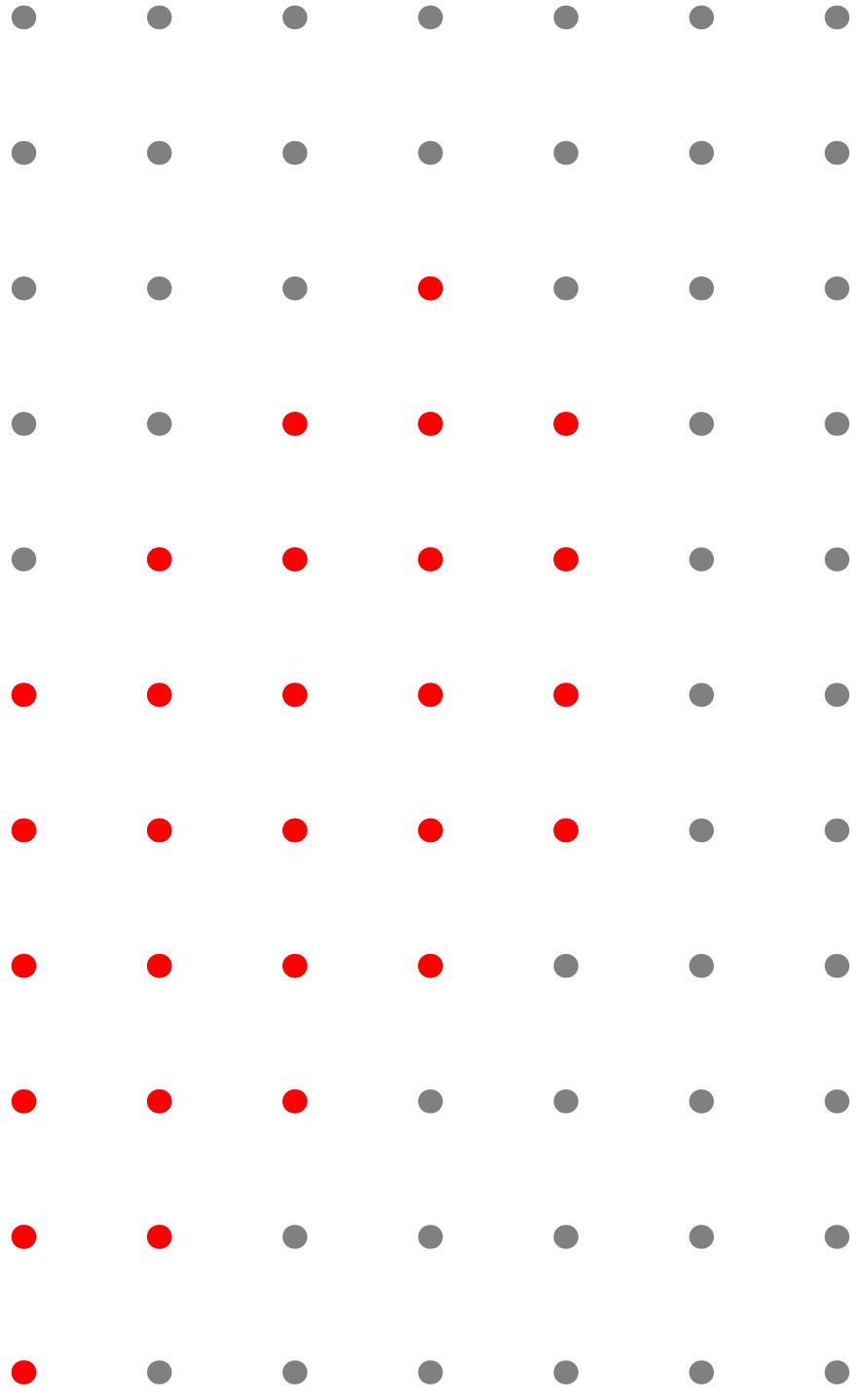

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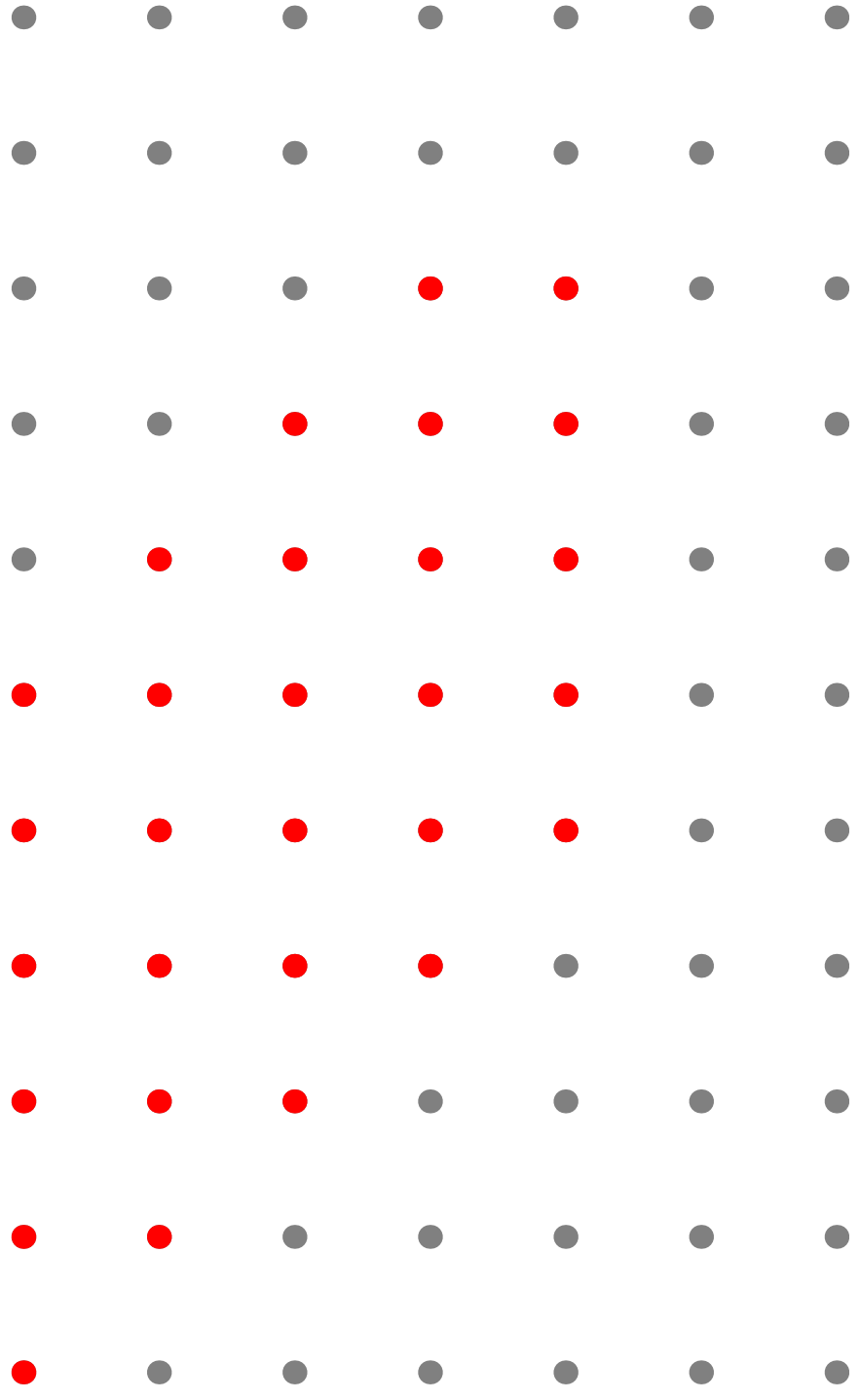

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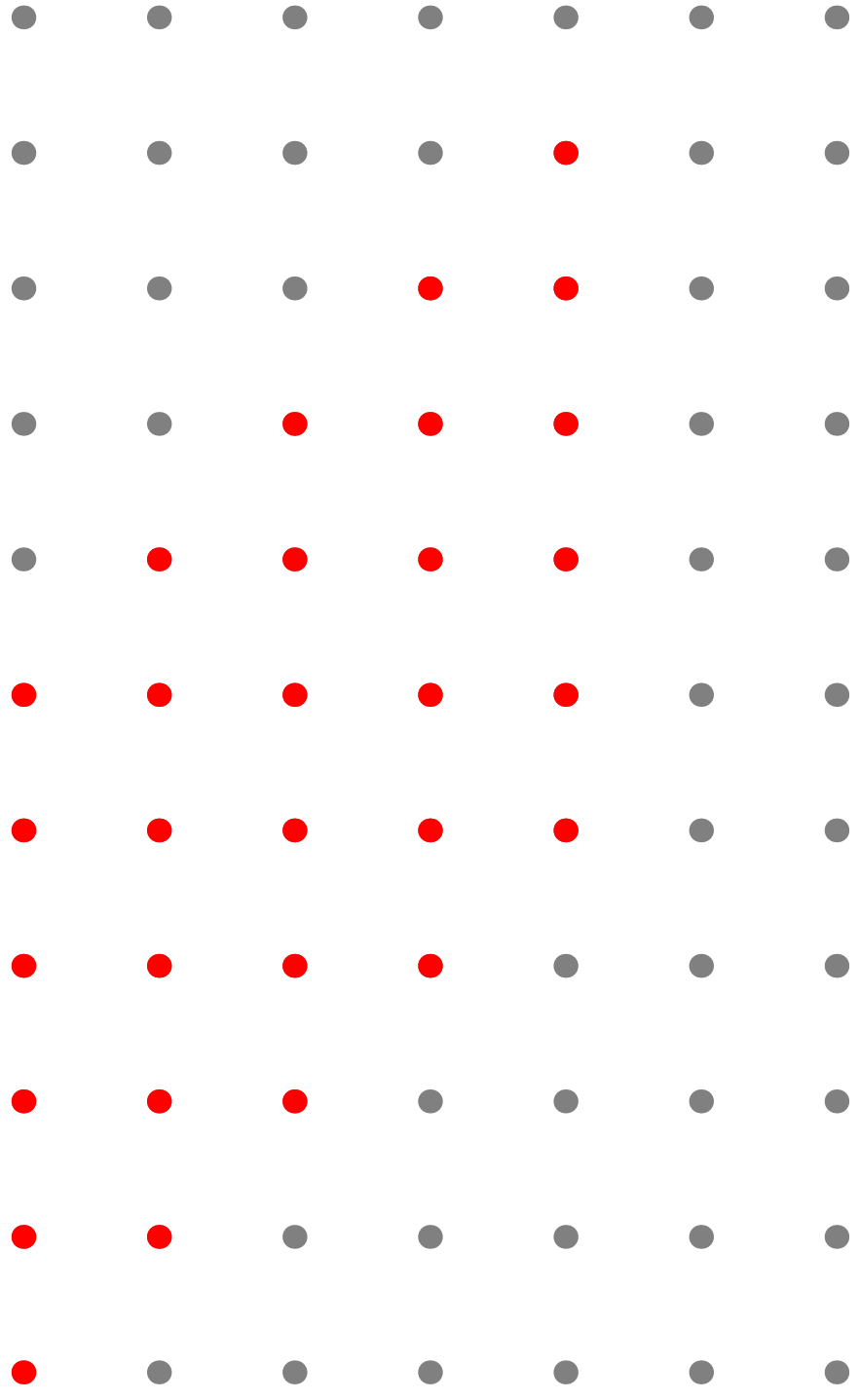

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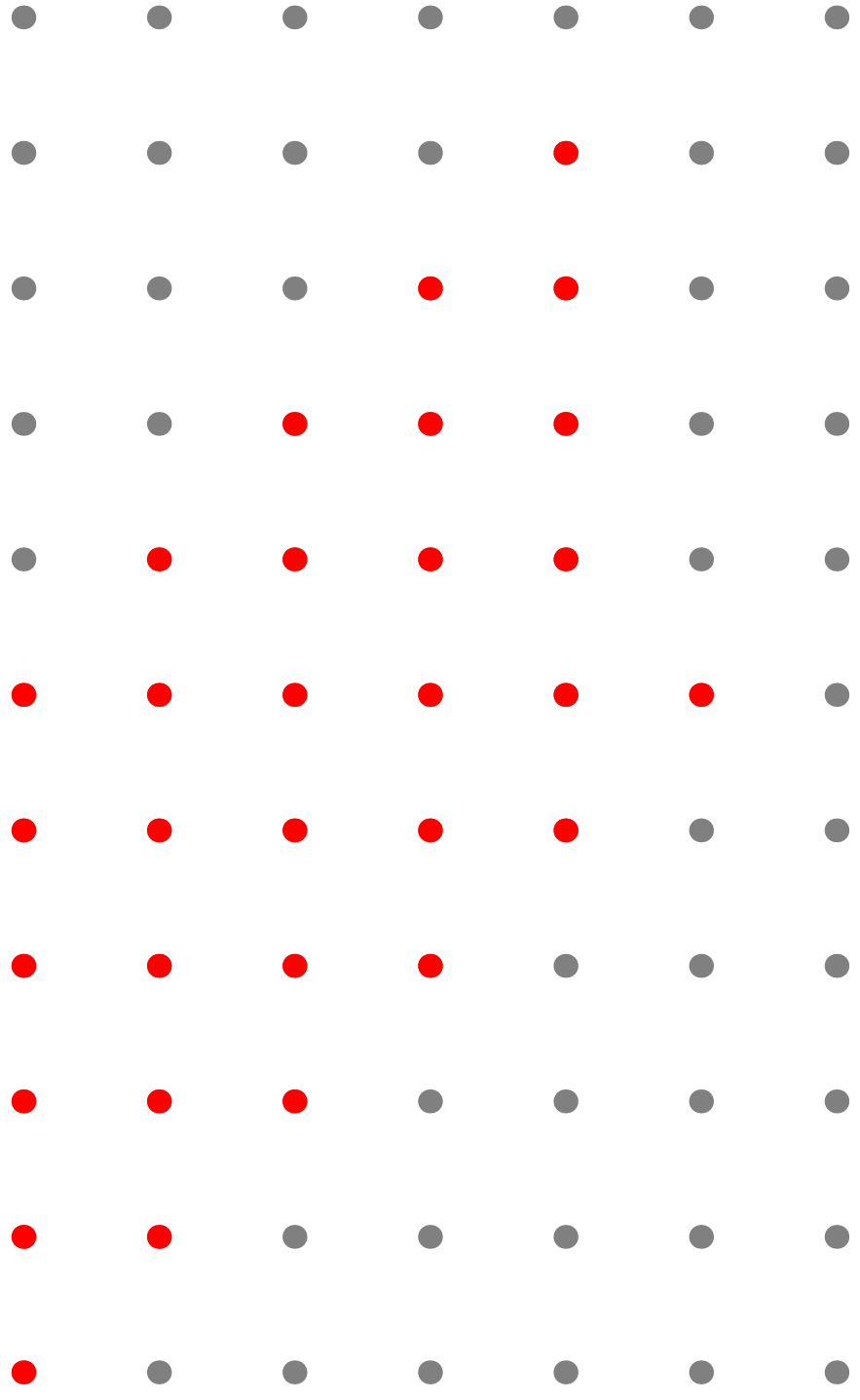

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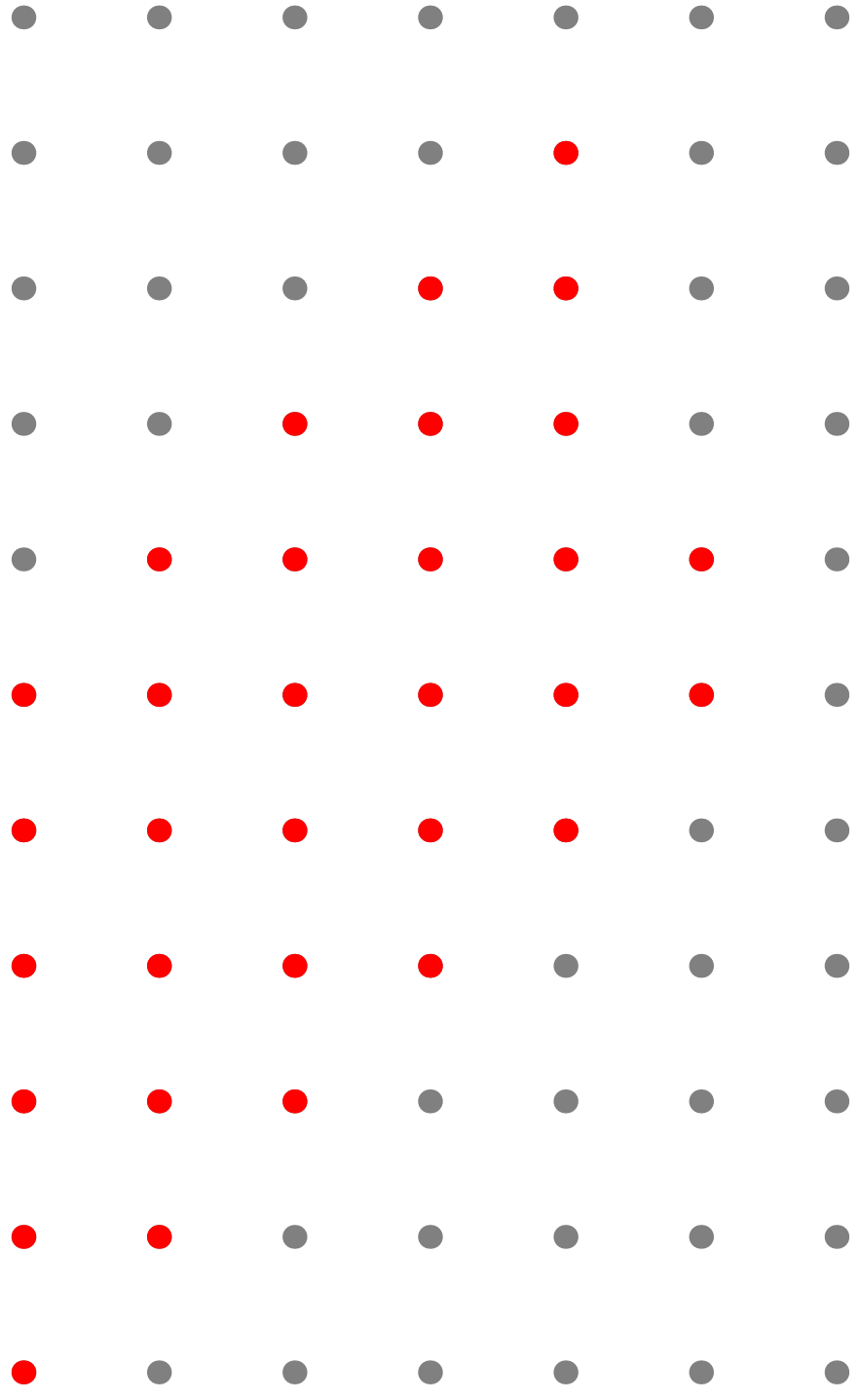

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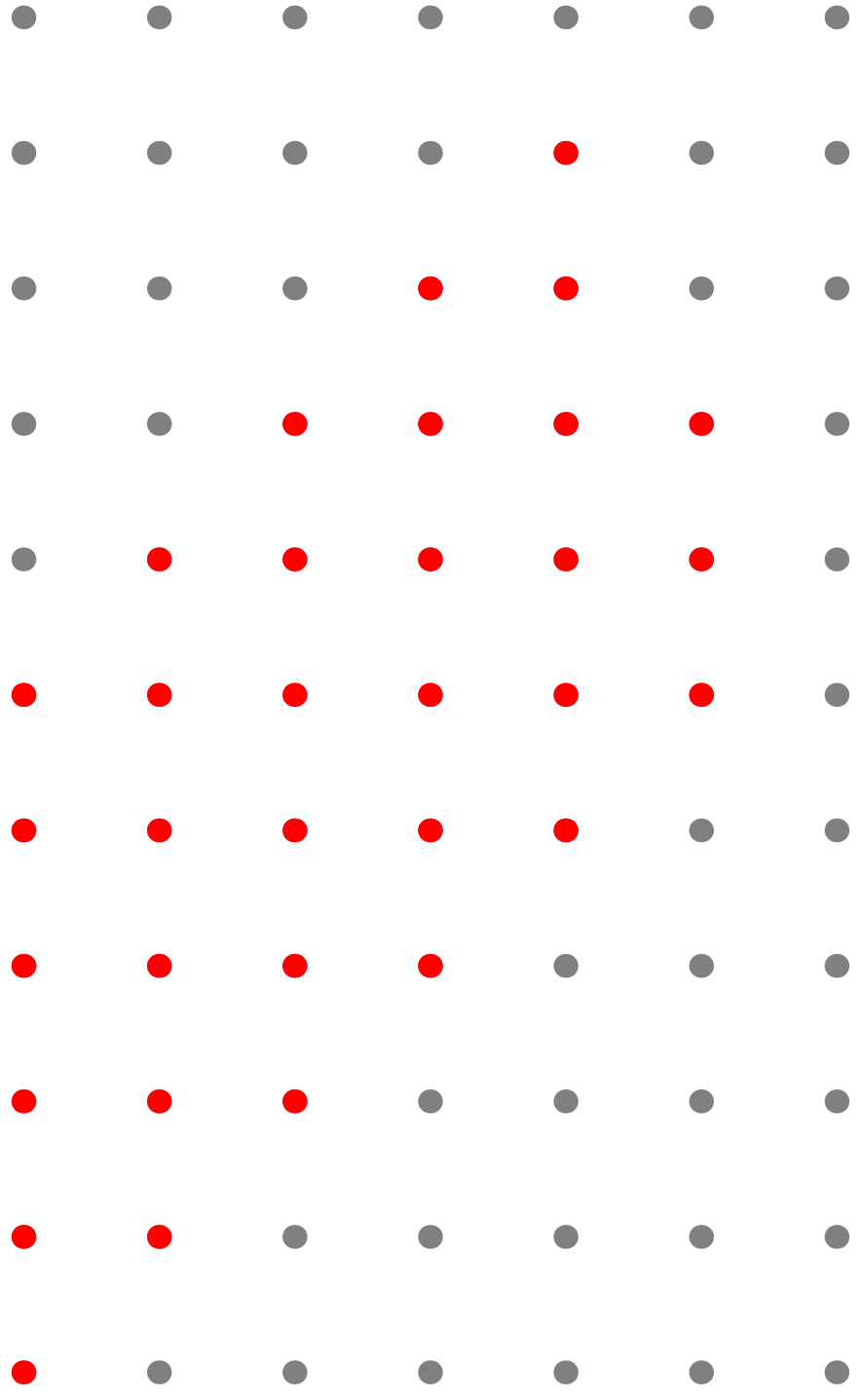

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    i=i+1;
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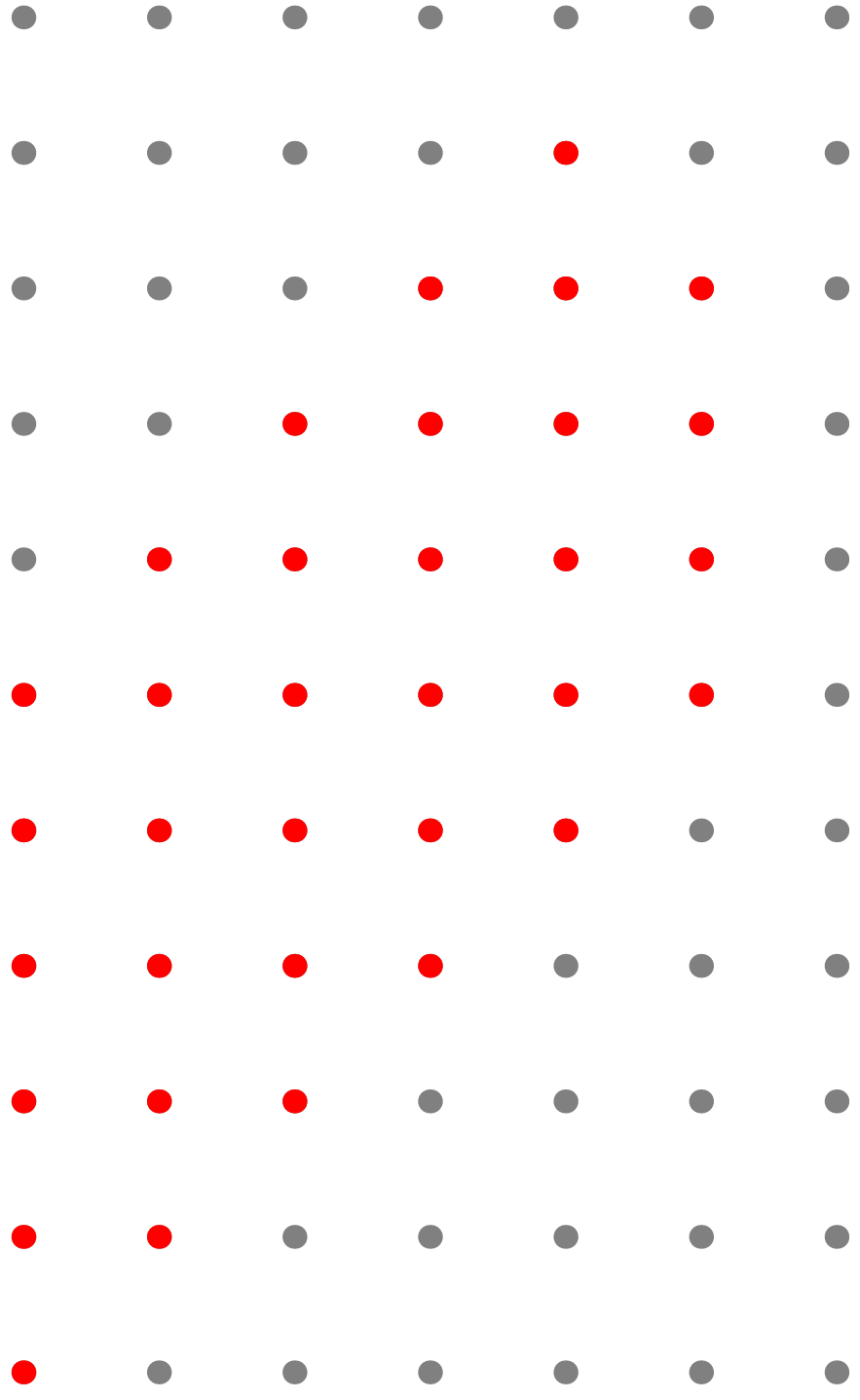

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    dot((i,j),grey);
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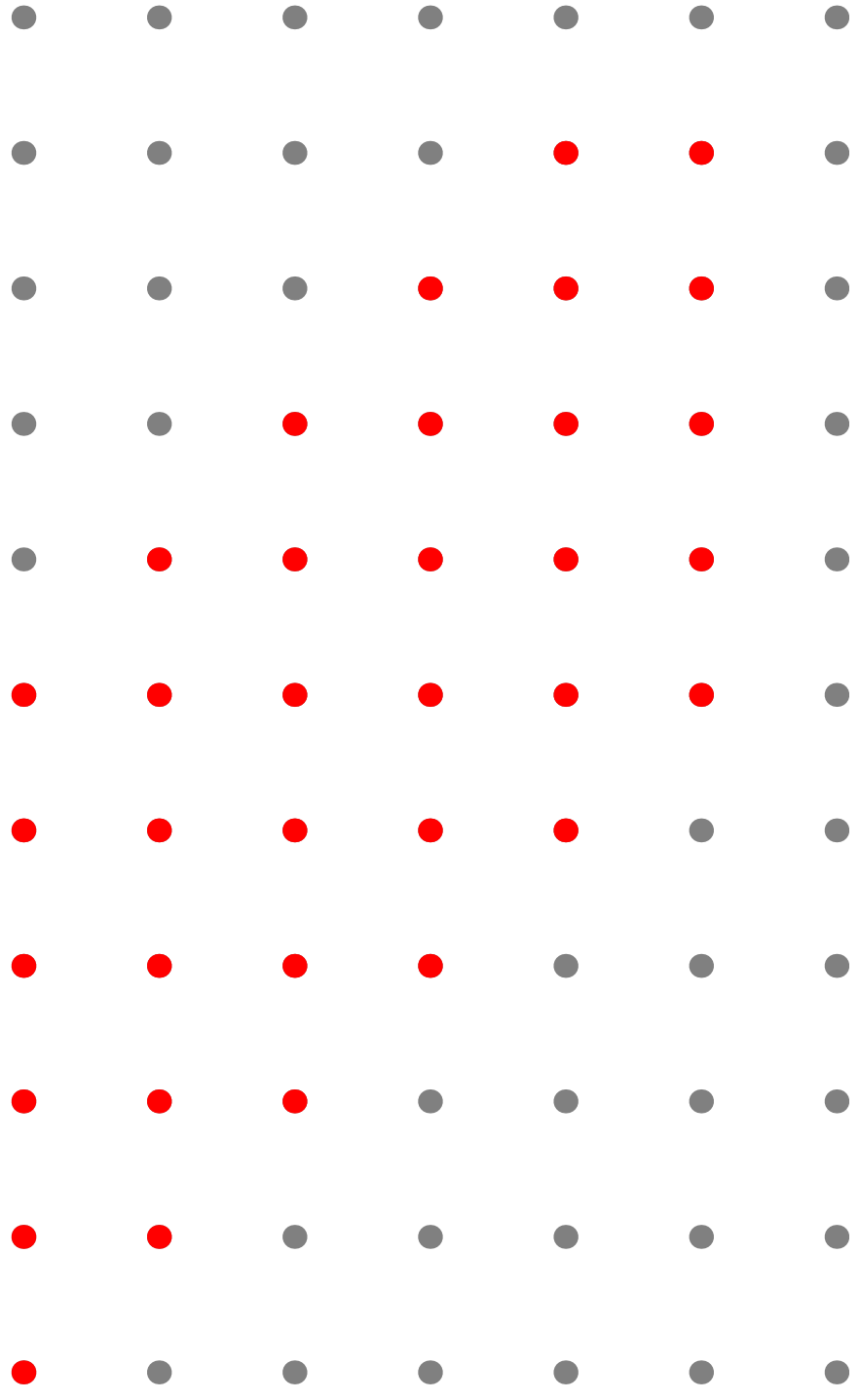

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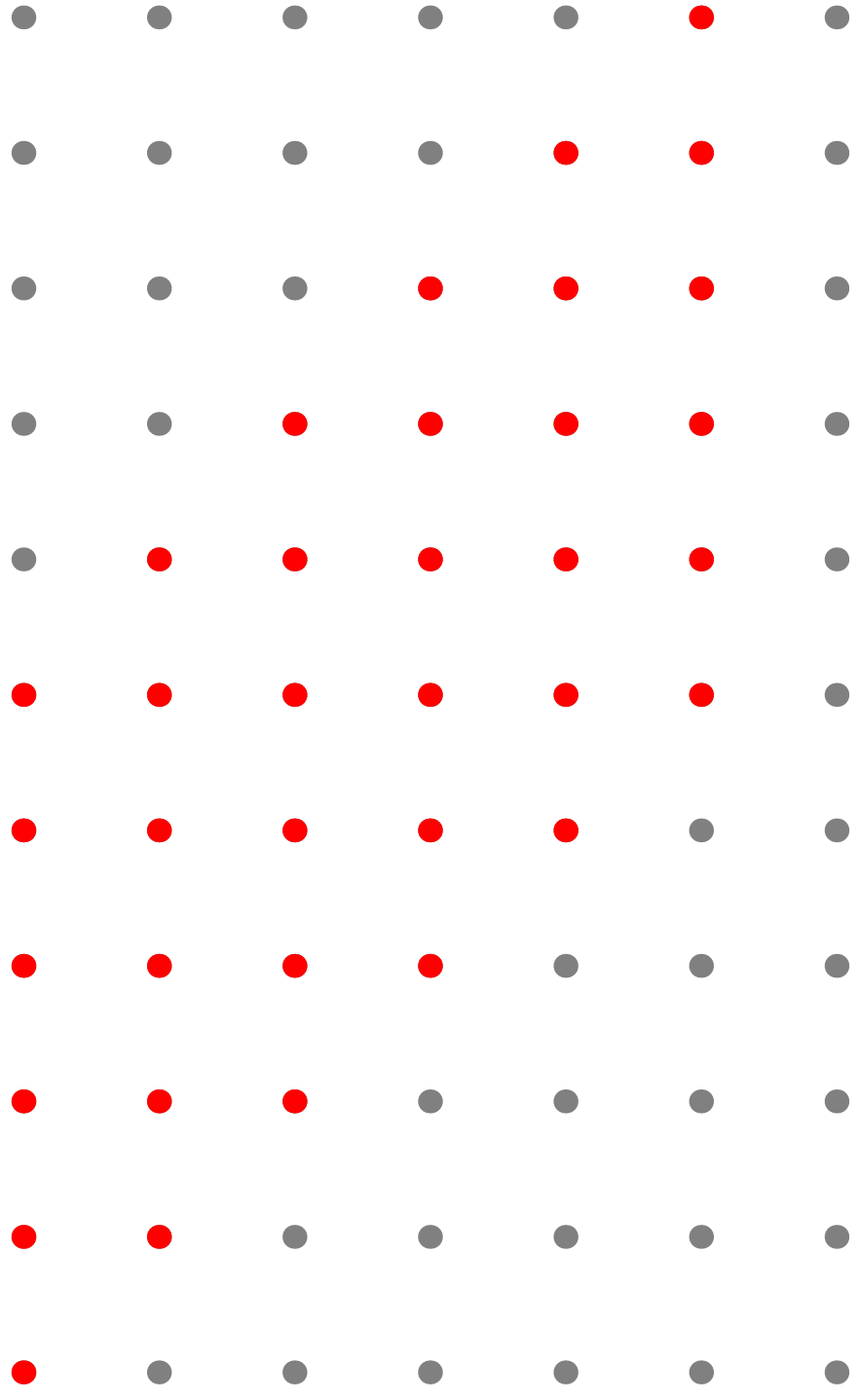

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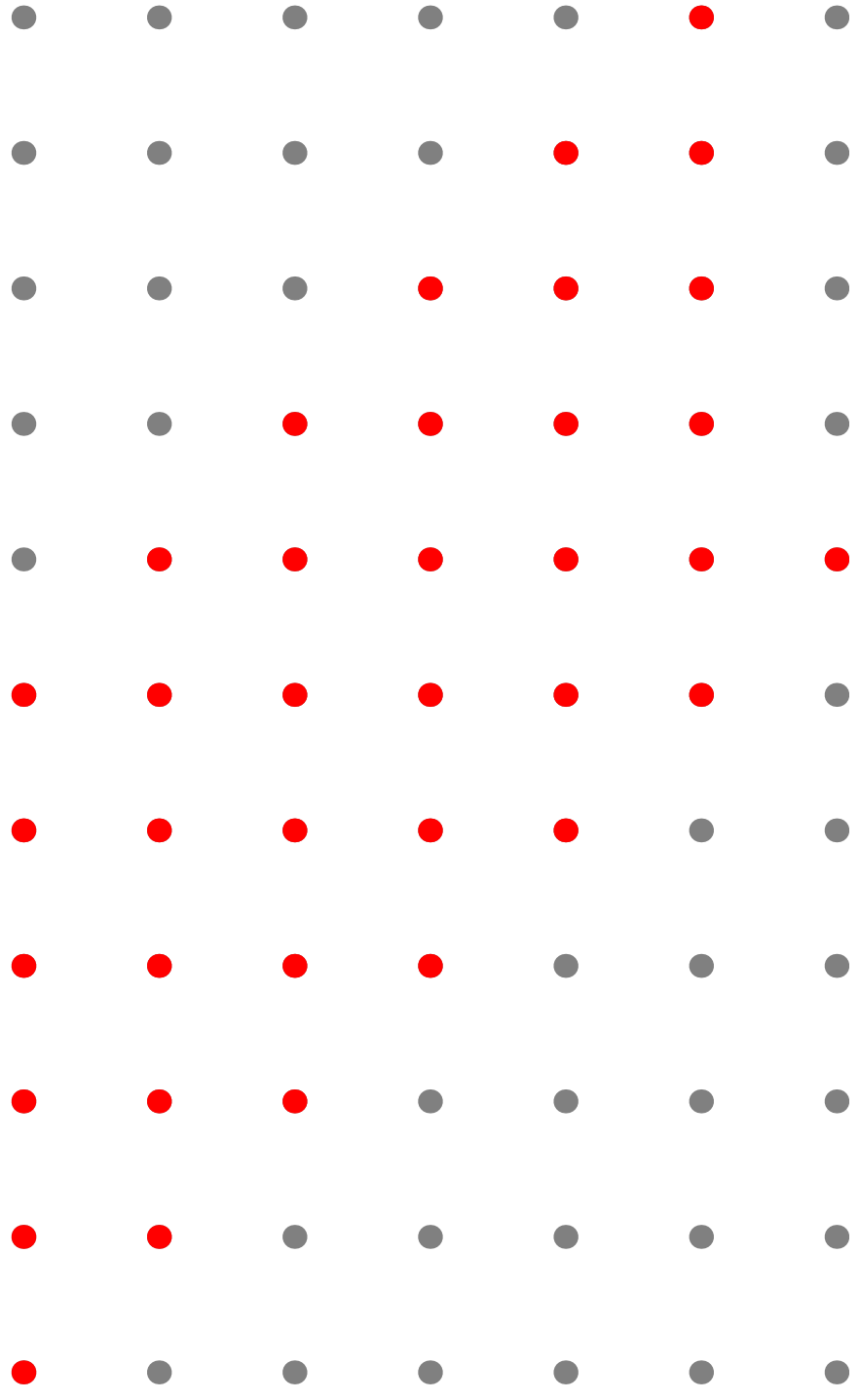
unitsize(6mm,6mm);
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
}
int i=0,j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
  }
}
```



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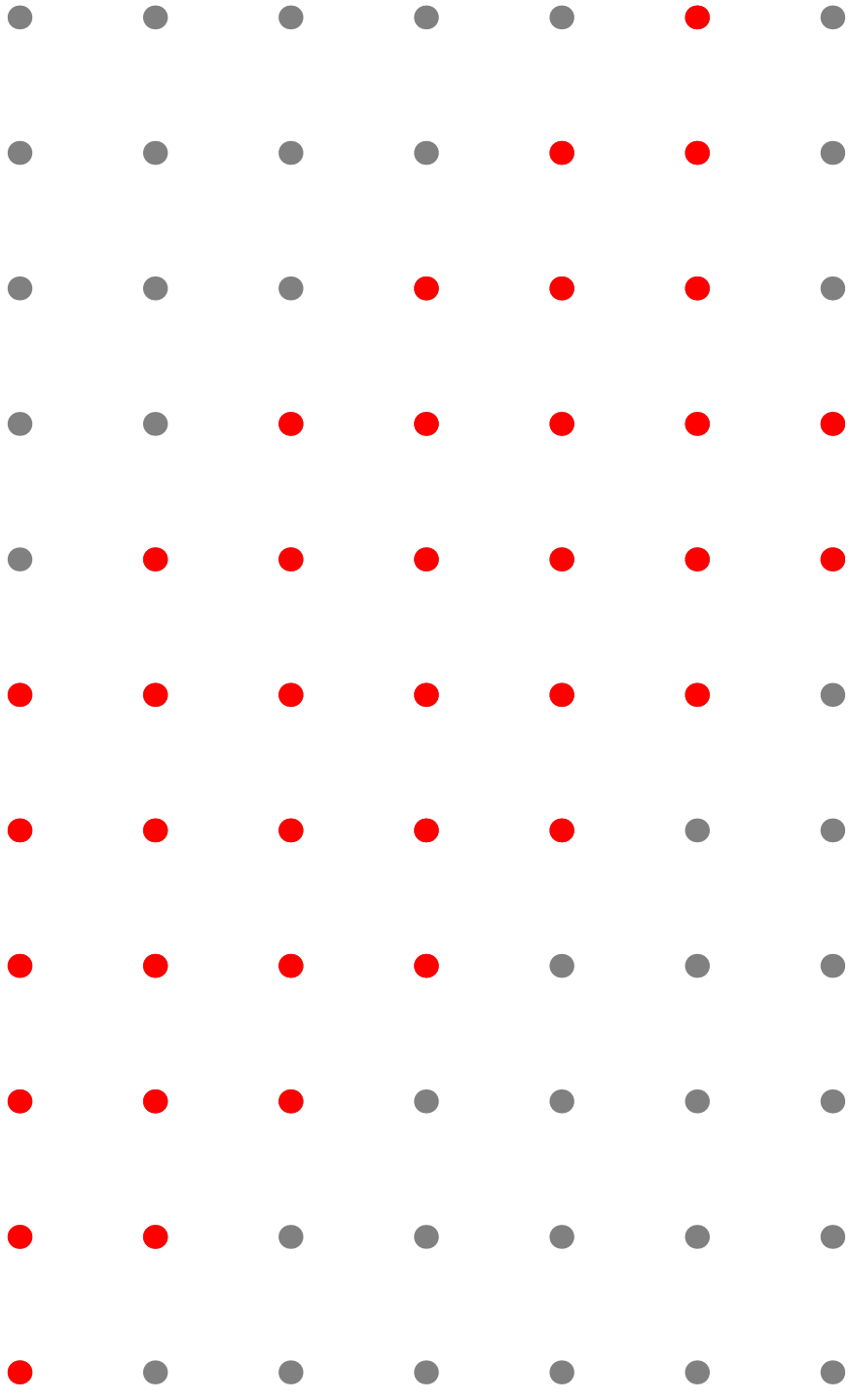

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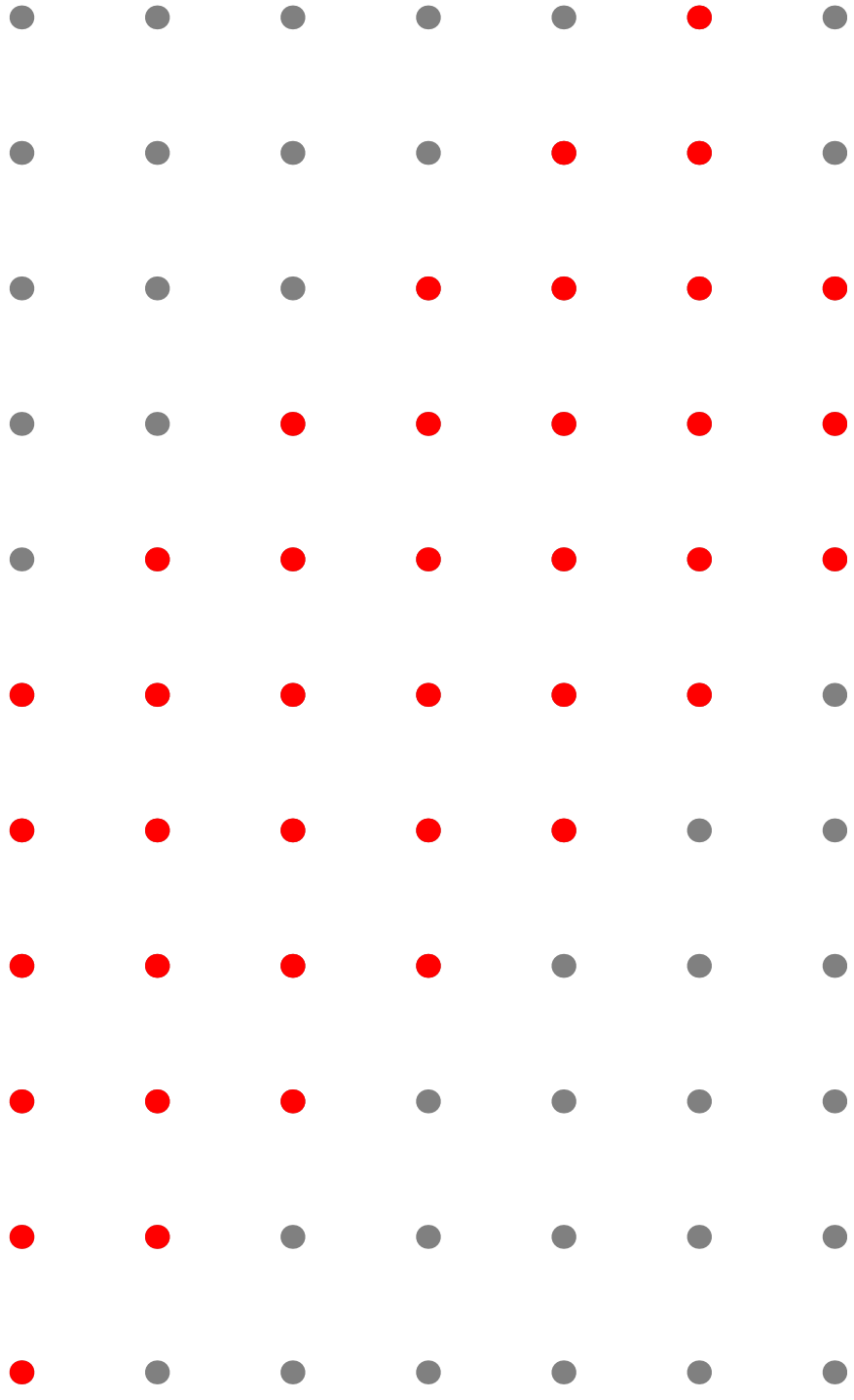

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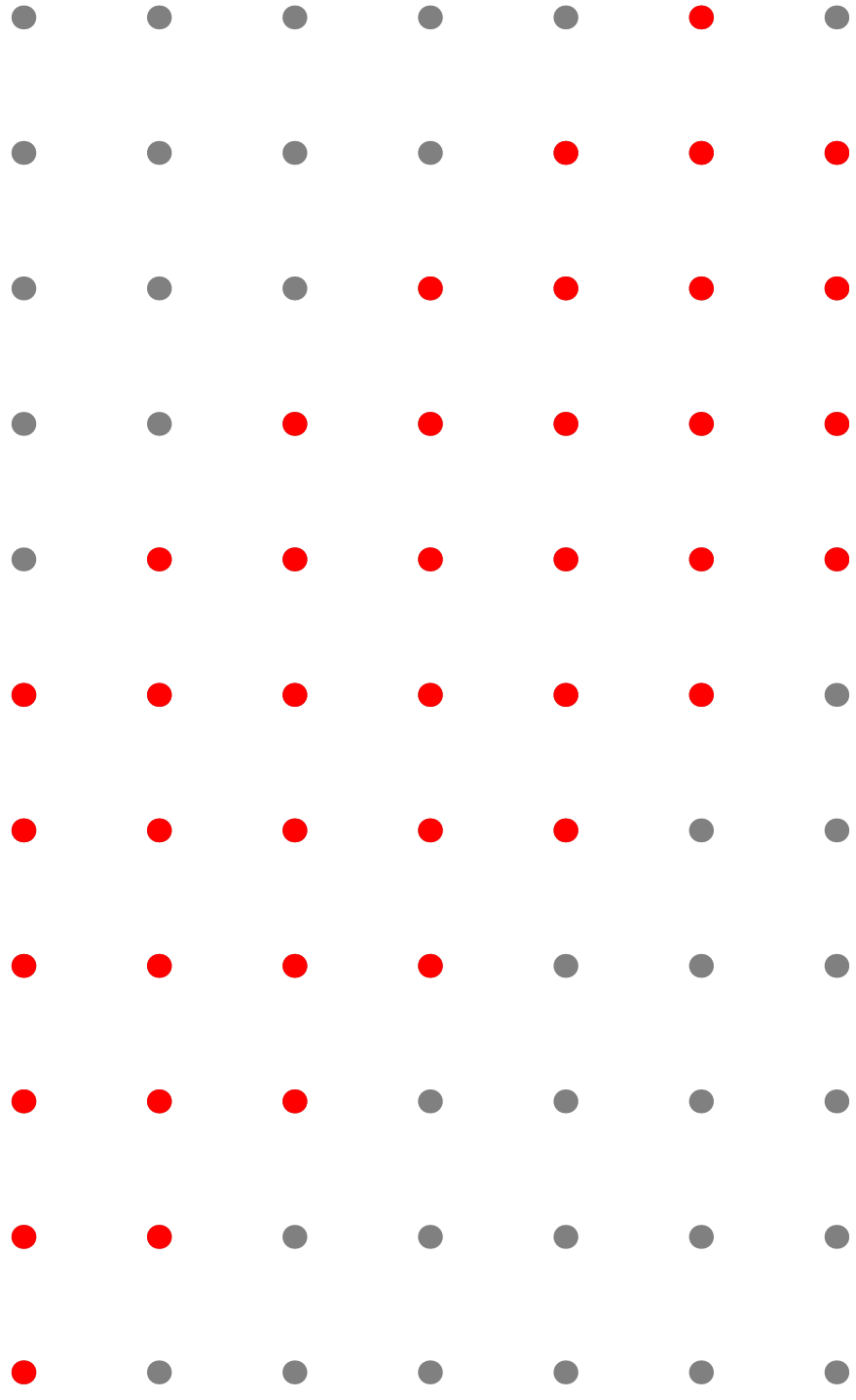

Compléter le tableau suivant :

instructions en python	et l'équivalent en asymptote
`x=1.6` `y=4`	
`t=[5,2,8,7.5,3]`	
`for i in range(7):` `    ..........`	
`while x > 10:` `    ..........`	

`if x > 0:`
`    .....`
`else:`
`    .....`	

`def f(x):` `    return([2*x,3*x])`	

Quelles autres différences peut-on remarquer ?

Compléter le tableau suivant :

instructions en python	et l'équivalent en asymptote
`x=1.6` `y=4`	`real x=1.6;` `int y=4;`
`t=[5,2,8,7.5,3]`	
`for i in range(7):` `    ..........`	
`while x > 10:` `    ..........`	

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`    .....`
`else:`
`    .....`
	`if(x>0){`
	`  .....}else{`
	`  .....}`

`def f(x):`
`    return([2*x,3*x])`
	`real[] f(real x){`
	`    return({2*x,3*x});`
	`    }`

Quelles autres différences peut-on remarquer ?