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);
}</pre>
```

```
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){</pre>
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*1[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));
                                           4 D > 4 B > 4 B > 4 B > 9 Q P
```

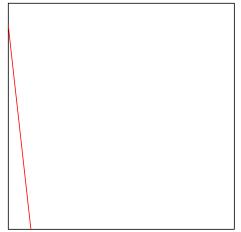
```
for(int j=0;j<11;j=j+1){
    dot((i,j),grey);
  }
int i=0, j=0;
while(i+j<16){
  //dot((i,j),red);
  j=j+1;
  if(j>i+5){
    i=i+1;
    j=i;
```

unitsize(6mm,6mm);

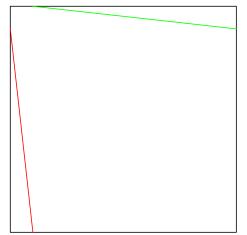
for(int i=0;i<7;i=i+1){

```
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);
}</pre>
```

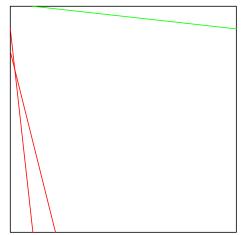
```
unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
for(int i=1;i<10;i=i+1){
   //draw((i,0)--(0,10-i),red);
   //draw((i,10)--(10,10-i),green);
}</pre>
```



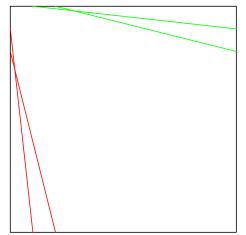
```
unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
for(int i=1;i<10;i=i+1){
   //draw((i,0)--(0,10-i),red);
   //draw((i,10)--(10,10-i),green);
}</pre>
```



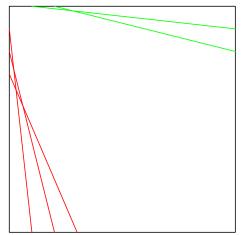
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unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
for(int i=1;i<10;i=i+1){
   //draw((i,0)--(0,10-i),red);
   //draw((i,10)--(10,10-i),green);
}</pre>
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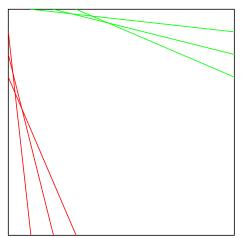
```
unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
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}</pre>
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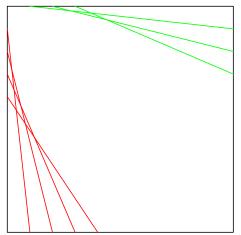
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unitsize(5mm,5mm);
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   //draw((i,0)--(0,10-i),red);
   //draw((i,10)--(10,10-i),green);
}</pre>
```



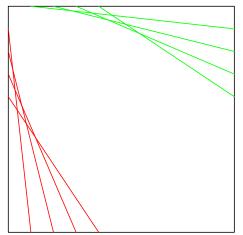
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unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
for(int i=1;i<10;i=i+1){
   //draw((i,0)--(0,10-i),red);
   //draw((i,10)--(10,10-i),green);
}</pre>
```



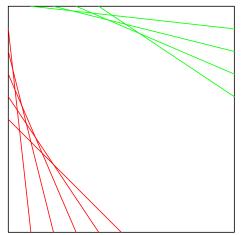
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unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
for(int i=1;i<10;i=i+1){
   //draw((i,0)--(0,10-i),red);
   //draw((i,10)--(10,10-i),green);
}</pre>
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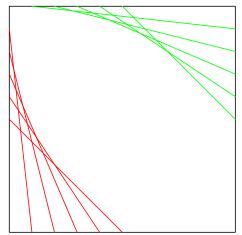
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draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
for(int i=1;i<10;i=i+1){
   //draw((i,0)--(0,10-i),red);
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}</pre>
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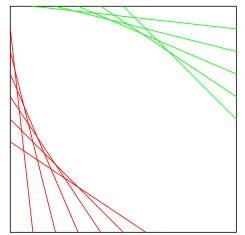
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unitsize(5mm,5mm);
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for(int i=1;i<10;i=i+1){
   //draw((i,0)--(0,10-i),red);
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}</pre>
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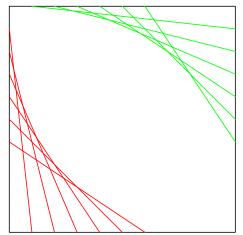
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unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
for(int i=1;i<10;i=i+1){
   //draw((i,0)--(0,10-i),red);
   //draw((i,10)--(10,10-i),green);
}</pre>
```



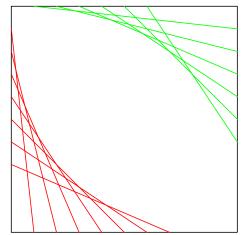
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}</pre>
```



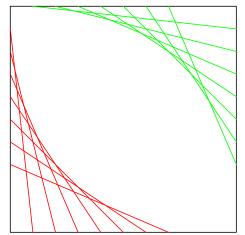
```
unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
for(int i=1;i<10;i=i+1){
   //draw((i,0)--(0,10-i),red);
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}</pre>
```



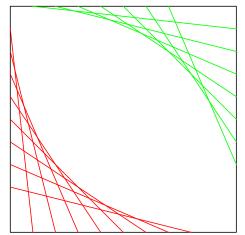
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unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
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}</pre>
```



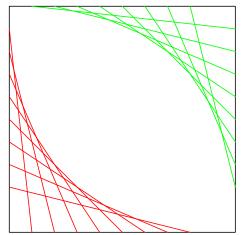
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   //draw((i,0)--(0,10-i),red);
   //draw((i,10)--(10,10-i),green);
}</pre>
```



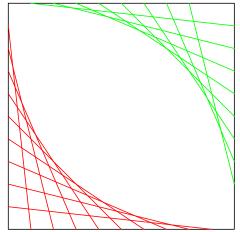
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unitsize(5mm,5mm);
draw((10,0)--(0,0)--(0,10)--(10,10)--cycle);
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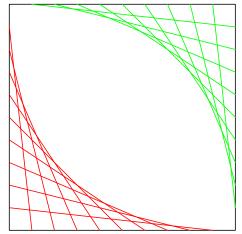
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```
unitsize(10mm, 10mm);
int[] ab=\{2,2,0,4,1,4,5,3,5,3\};
int[] or=\{3,5,5,1,4,3,0,2,2,4\};
string[] l={"R","A","T","N","U","A","G","I","N","L"};
for(int i=0;i<6;i=i+1){
  draw((0,i)--(5,i),dotted);
  draw((i.0)--(i.5).dotted):
for(int i=0;i<ab.length;i=i+1){</pre>
  //label(l[i],(ab[i],or[i]));
  //label(rotate(180)*1[i].(ab[i].5-or[i])):
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for(int i=0;i<ab.length;i=i+1){</pre>
  //label(l[i],(ab[i],or[i]));
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                                             4□ > 4周 > 4 = > 4 = > ■ 900
```

unitsize(10mm, 10mm);

for(int i=0;i<6;i=i+1){

int[] ab={2,2,0,4,1,4,5,3,5,3}; int[] or={3,5,5,1,4,3,0,2,2,4};

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for(int i=0;i<ab.length;i=i+1){</pre>
  //label(l[i],(ab[i],or[i]));
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                                           ◆□▶ ◆□▶ ◆□▶ ◆□▶ □ ◆○○○
```

unitsize(10mm, 10mm);

for(int i=0;i<6;i=i+1){

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  //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){

int[] ab={2,2,0,4,1,4,5,3,5,3}; int[] or={3,5,5,1,4,3,0,2,2,4};

```
for(int i=0;i<ab.length;i=i+1){</pre>
  //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){

int[] ab={2,2,0,4,1,4,5,3,5,3}; int[] or={3,5,5,1,4,3,0,2,2,4};

```
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));
                                           4 D > 4 B > 4 B > 4 B > 9 Q P
```

```
unitsize(10mm,10mm);
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    path c=(i,j)--(i+1,j)--(i+1,j+1)--(i,j+1)--cycle;
    //fill(c,f(i*j));
                                           4□ > 4個 > 4 = > 4 = > = 900
```

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  if (n % 6 == 0) {return blue; }elserreturn yerrow; }
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                                            4□ → 4問 → 4 目 → 4 目 → 9 Q P
```

```
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                                            4□ > 4□ > 4□ > 4□ > 4□ > 900
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    //fill(c,f(i*i));
                                            4□ > 4□ > 4□ > 4□ > 4□ > 900
```

```
for(int j=0;j<11;j=j+1){</pre>
    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;
```

```
for(int i=0;i<7;i=i+1){
  for(int j=0;j<11;j=j+1){</pre>
    dot((i,j),grey);
  }
int i=0, j=0;
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  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){</pre>
    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;
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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])	
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