import threading

import math

def cuber(n):

print(" The Jones Polynomial: {}".format(n\*\*(-2)-n\*\*(-1)+1-n+n\*\*2))

def squarer(n):

print("Square Root: {}".format(math.sqrt(n)))

if \_\_name\_\_ == "\_\_main\_\_":

# create the thread

t1 = threading.Thread(target=squarer, args=(5,))

t2 = threading.Thread(target=cuber, args=(5,))

# start the thread t1

t1.start()

# start the thread t2

t2.start()

# wait until t1 is completed

t1.join()

# wait until t2 is completed

t2.join()

nop = int(input("Give number of players:"))

for i in range(nop):

p = input("Player:")

level = int(input("Give level:"))

power = int(input("Give power stat:"))

intel = int(input("Give intel stat:"))

dext = int(input("Give dext stat:"))

energy = int(input("Give energy stat:"))

luck = int(input("Give luck stat:"))

armor = int(input("Give armor stat:"))

ma = int(input("Give max armor in percentage:"))

stat1 = (5\*luck)/(2\*level)

stat2 = armor\*level

tot = 0

if stat1<=50 and stat2<=25:

tot = power+intel+dext+energy+luck+armor

elif stat1>50 and stat2<=25:

tot = power+intel+dext+energy+20\*level+armor

elif stat1<=50 and stat2>25:

tot = power+intel+dext+energy+luck+level\*ma

elif stat1>50 and stat2>25:

tot = power+intel+dext+energy+20\*level+level\*ma

else:

print("error")

index = tot/level

print(tot, index)

# both threads completed

print("Done!")