

Assignment 1

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1 Introduction

2 Part 1:

Nicole Avila navila I am using Python 3.7 By the way, sorry for not sending this in the right folder. I thought this part went into the readmetxt file and that the last two were supposed to be in a doc

Part 1

```
1
def main ():
    print("Hello World")
    name = input( "What's your name?")
    print("Hello," , name)
    color = input("What's your favorite color?")
    stress = input("Are you stressed out? If so type stressed out")
    if stress == "stressed out":
        print( "You like the color ", color, " and your are currently", stress, "You
        should consider therapy")
    else:
        print("You like the color ", color, " and your are currently", stress, ".That's
        good!")
```

2: Convert Celsius to Farenheit

```
def celsius():
    celsius = eval(input("What is the temperature in celsius "))
    Farenheit = 9 / 5 * celsius + 32 for x in range (5):
```

```
print(Fahrenheit)
```

3 Unit Conversion

```
def convert():  
    print("Hello! Welcome to Conversion! A simple app that converts minutes  
to hours! Simply type in the amount of minutes and I'll tell you how many  
hours that is. ")
```

```
    minutes = int(input("Minutes: "))  
    hours = int(input(minutes/60))  
    print ("Hours: ", hours)
```

4 Slope.. but really average program to sum a series of numbers entered by the user. basically use an if and tell whether its true or not

```
def slope():  
    print ("Hello! This is a average conversion app. ")  
    total = int(input("How many numbers do you want to average "))  
    numbers = 0  
    if True:  
        for x in range (total):
```

```
            number = int(input("Type next number: "))  
            numbers+= number
```

```
            average = numbers/total  
        print(average)  
    else:  
        print("type a real number ")
```

5 fibonacci

make a position marker that will hold the person's position they are looking for

```
position= int(input("Welcome! Which position are you looking for? "))  
if position == 1 or position == 2 :  
    print (1)  
    first = 1  
    second = 2  
else:
```

```

first = 1
second = 1
given that the position equals 1 or 2 a for loop will run in the range offers
and second
for i in range(position-2):
a temporary value will hold the position of second
temp = second
second = first + second
first =temp
print (second)

```

PART TWO!

Figure out the amount of coins you can give out to the customer while ensure that it's the least number of coins possible.

def coin_{change}(cents) :

This if statement will check to see whether the number owed is not negative. If it's negative or equal to

```

    if cents <= 0:
print (error, cents must be positive")
else:

```

If the number of cents is bigger than 0 then it will run the else statement. quarter = cents // 25 basically means that it'll ask whether the cents // 25 is a whole number. If it is then the program will run and give an output of quarters. For the rest I will just use a modulus and then divide the outcome by 10 to tell whether it is a whole number or not.

```

    quarter = cents // 25
    dime = (cents - quarter * 25) // 10
    nickel = (cents - quarter * 25 - dime * 10) // 5
    penny = cents - quarter * 25 - dime * 10 - nickel * 5
print "The number of coins for" , cents. "cents are:"
print "quarters:", quarter
print "Dimes:", dime
print "nickels:", nickel
print "Pennies:", penny

```

3 Part 4: What is a greedy algorithm?

I used Python 3.7 1) A greedy algorithm is a simple algorithm that is used in optimization problems. It attempts to find the overall optimal way to solve the entire problem. It does not consider the consequences.

2 You could solve the problem by implementing a while loop so for instance, to find the amount of quarters you would write the following:

```
owed = float(input("How much change is owed? "))
def coins():
    owed = float(input("How much change is owed? "))
    quarter = 0
    while owed >= .25:
        owed -= .25
        quarter += 1
    print ("Your change:", quarter, "quarters")
```

3 Example would be Kruskal's algorithm, which finds a minimum spanning tree for a connected weighted graph that increases the cost of arcs at each step. Another example would be trying to fit a certain amount of people within a car. You would have to find a way to get big and small people to fit.