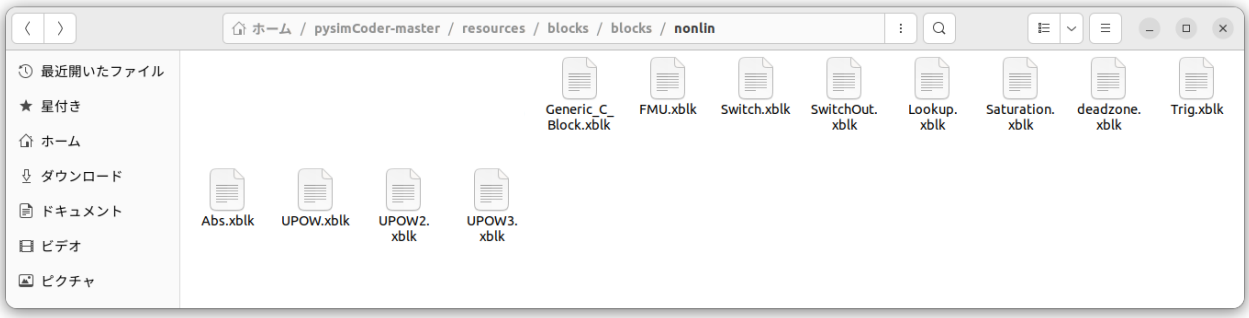
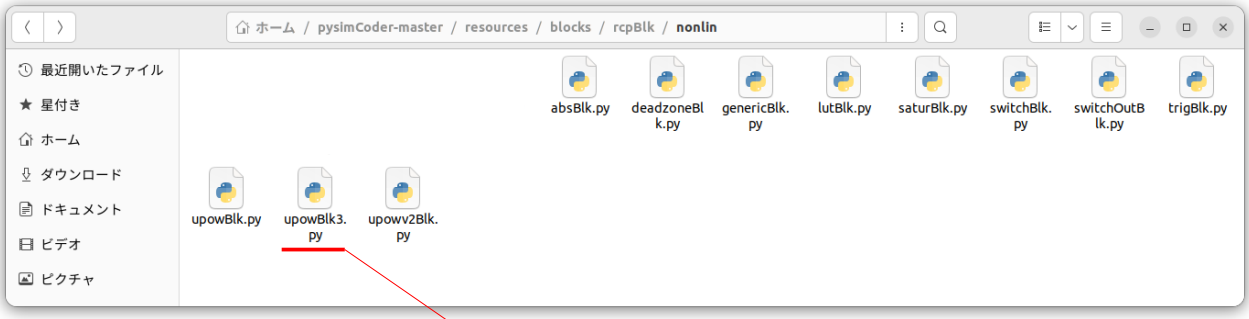
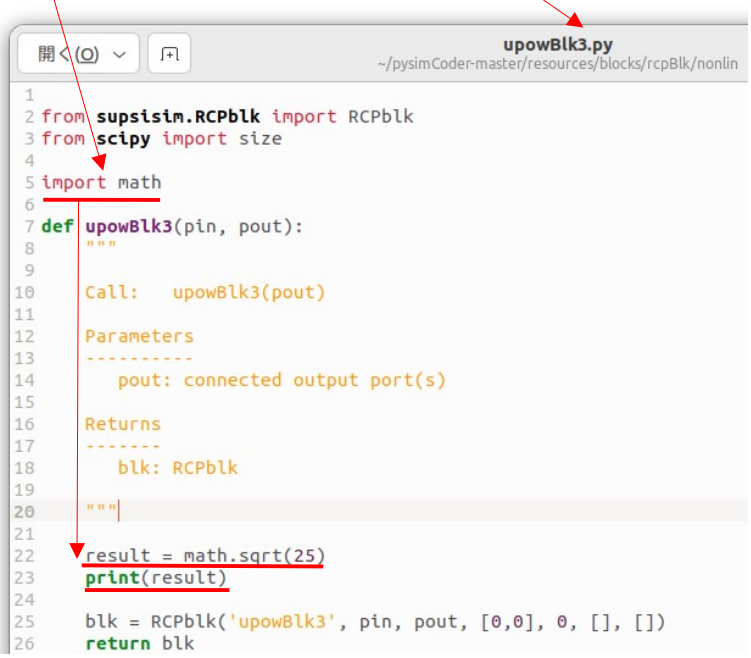
1.1 Save UPOW3.xblk in the following folder.



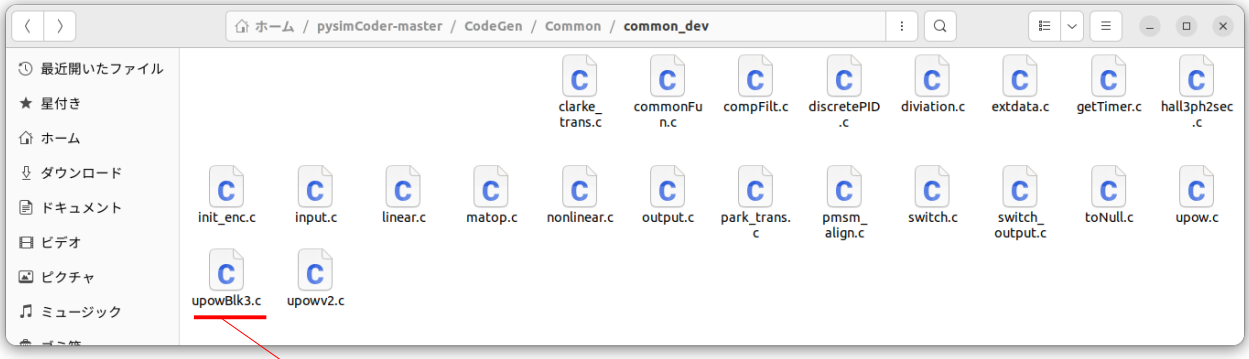
1.2 Save upowBlk3.py in the following folder.

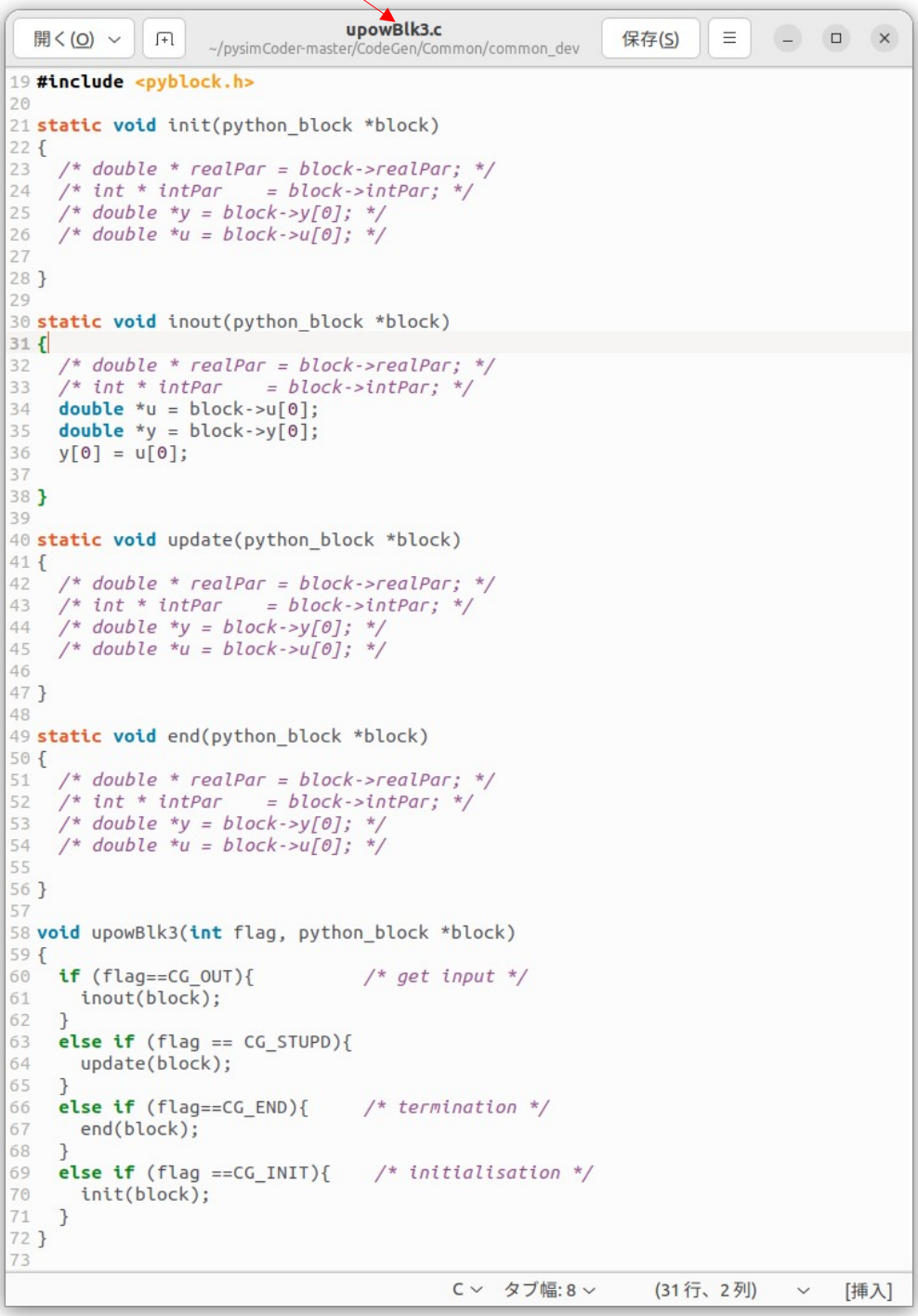


Add import math etc. to upowBlk3.py.



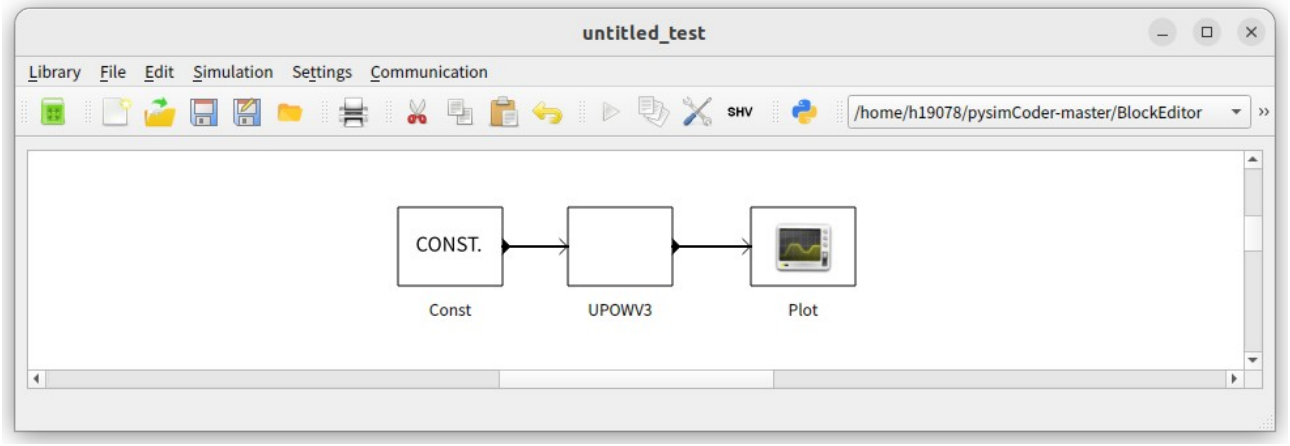
1.3 Save upowBlk3.c in the following folder.



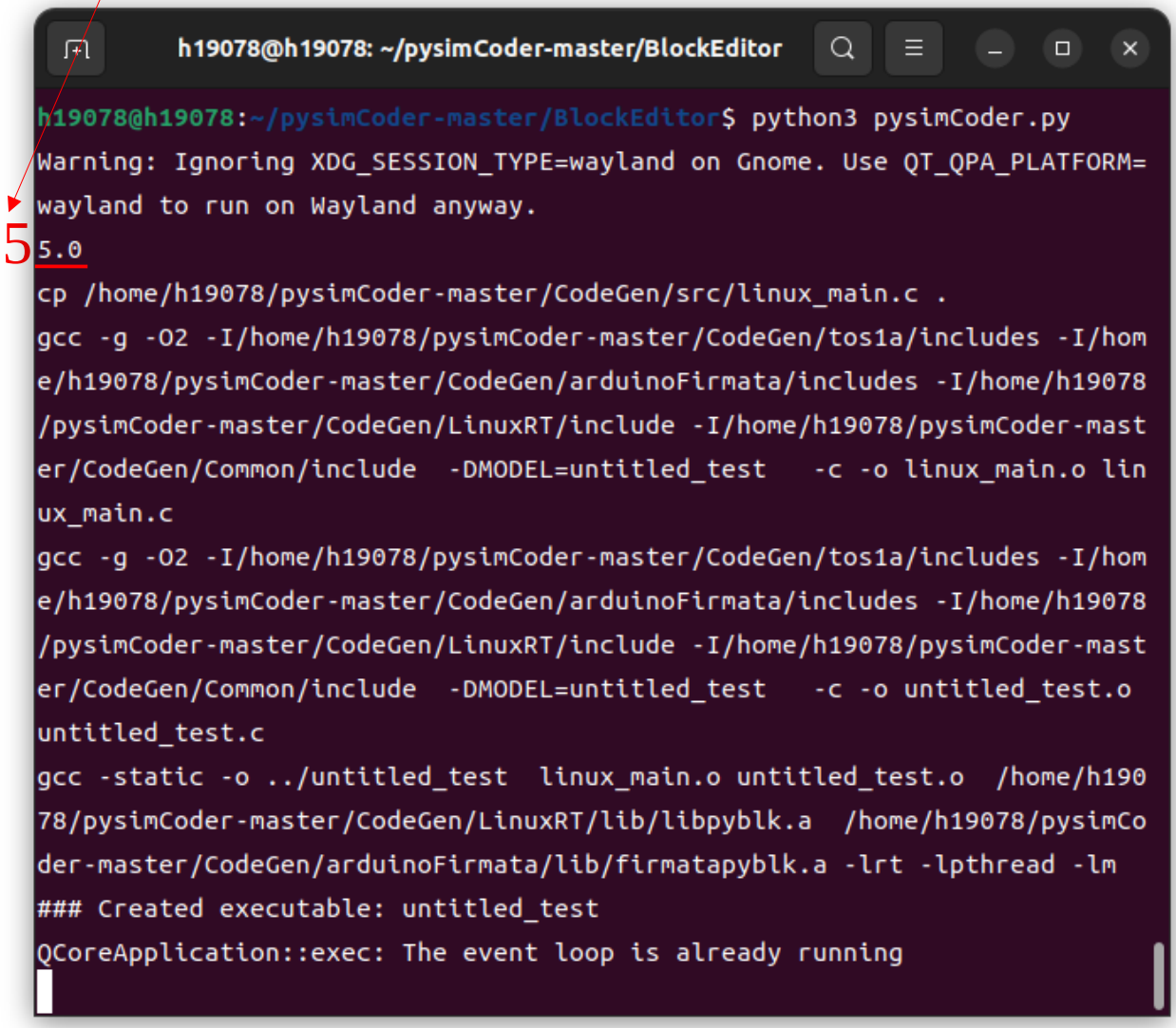



```c
#include <pyblock.h>

static void init(python_block *block)
{
  /* double * realPar = block->realPar; */
  /* int * intPar    = block->intPar; */
  /* double *y = block->y[0]; */
  /* double *u = block->u[0]; */

}

static void inout(python_block *block)
{
  /* double * realPar = block->realPar; */
  /* int * intPar    = block->intPar; */
  double *u = block->u[0];
  double *y = block->y[0];
  y[0] = u[0];

}

static void update(python_block *block)
{
  /* double * realPar = block->realPar; */
  /* int * intPar    = block->intPar; */
  /* double *y = block->y[0]; */
  /* double *u = block->u[0]; */

}

static void end(python_block *block)
{
  /* double * realPar = block->realPar; */
  /* int * intPar    = block->intPar; */
  /* double *y = block->y[0]; */
  /* double *u = block->u[0]; */

}

void upowBlk3(int flag, python_block *block)
{
  if (flag==CG_OUT){          /* get input */
    inout(block);
  }
  else if (flag == CG_STUPD){
    update(block);
  }
  else if (flag==CG_END){     /* termination */
    end(block);
  }
  else if (flag ==CG_INIT){    /* initialisation */
    init(block);
  }
}
```

2.1 Run untitled_test.dgm as shown below.



And then, 5 of 1.2's "math.sqrt(25)" is output as shown below.



3.1 Let me ask you a question here. Is it possible to output "math.sqrt(25)" to ”return blk” ?
This is because I want to create a block only with the Python program of upowBlk3.py without modifying the C program of upowBlk3.c.