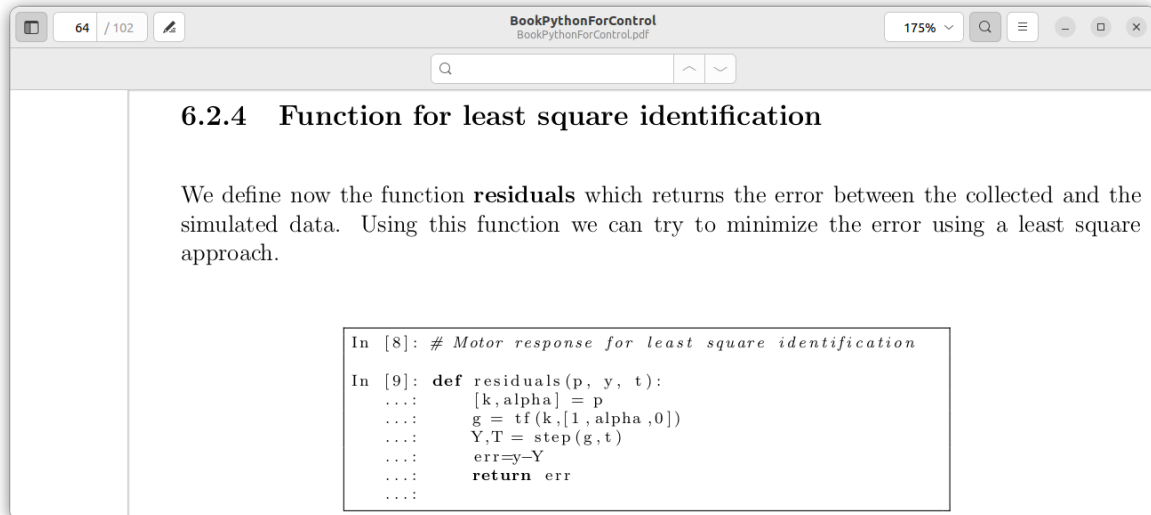


1. Let me take a look at the below in your professor's manual,



I made `mathsqr.py` by myself. And in the case that `pin = 25`, I confirmed that the output is 5.0 as expected.

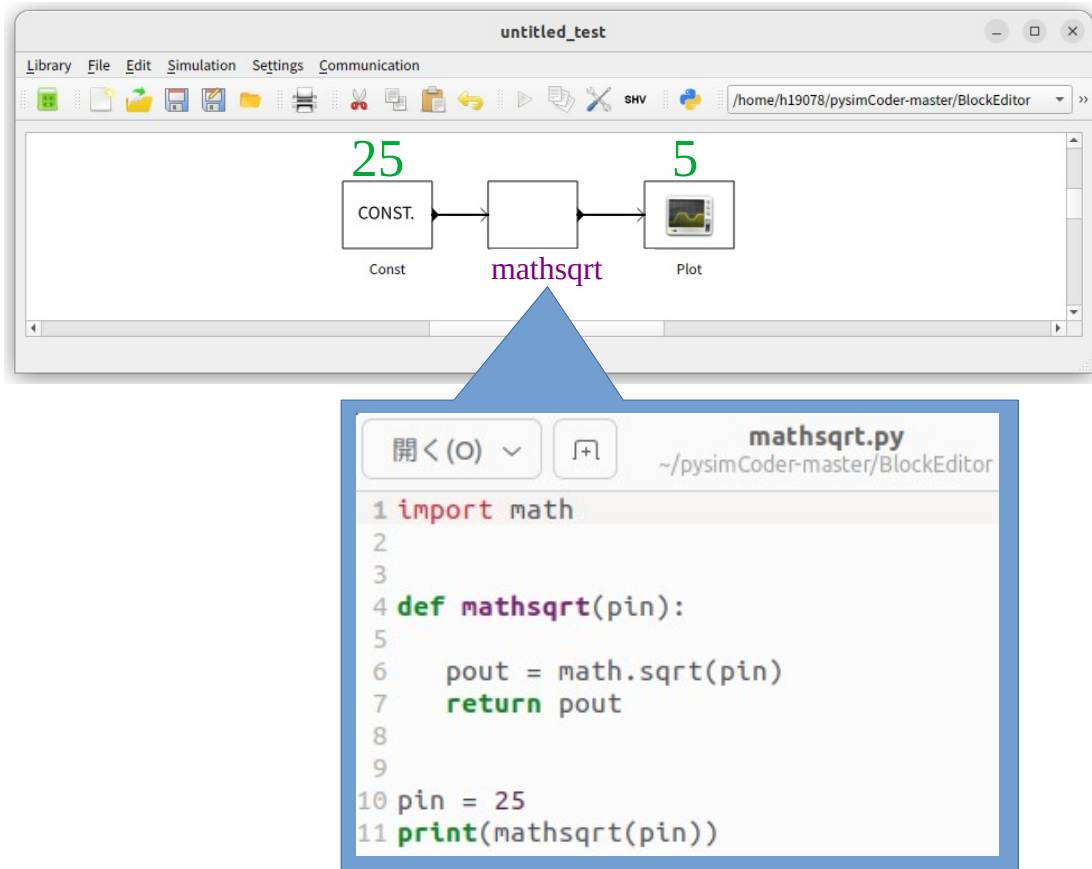
```
mathsqr.py
~/pysimCoder-master/BlockEditor

1 import math
2
3
4 def mathsqr(pin):
5
6     pout = math.sqrt(pin)
7     return pout
8
9
10 pin = 25
11 print(mathsqr(pin))
```

```
h19078@h19078: ~/pysimCoder-master/BlockEditor
h19078@h19078:~/pysimCoder-master/BlockEditor$ python3 mathsqr.py
5.0
```

2. Based on 1, let me ask you a question.

With the image shown below, is it possible to come up with an idea to create a mathsqrt block with py program*? (ex. Input 25 to output 5)



The image shows a screenshot of a software interface. The top part is a window titled "untitled_test" with a menu bar (Library, File, Edit, Simulation, Settings, Communication) and a toolbar. The main workspace contains a block diagram: a "CONST." block with the value "25" is connected to a block labeled "mathsqrt", which is then connected to a "Plot" block showing the value "5". A blue arrow points from the "mathsqrt" block to a code editor window below.

The code editor window is titled "mathsqrt.py" and shows the following Python code:

```
1 import math
2
3
4 def mathsqrt(pin):
5
6     pout = math.sqrt(pin)
7     return pout
8
9
10 pin = 25
11 print(mathsqrt(pin))
```

* Currently, block is creating u and y with a c program. I thought pysimCoder would be better if block could make this with a py program.