

1) input สอง number 1, number 2

process คือการบวกสองจำนวนนั้น คือการเติมเข้ามาในงาน กับร่องรอยที่มีอยู่แล้ว 5+5 คือ 10

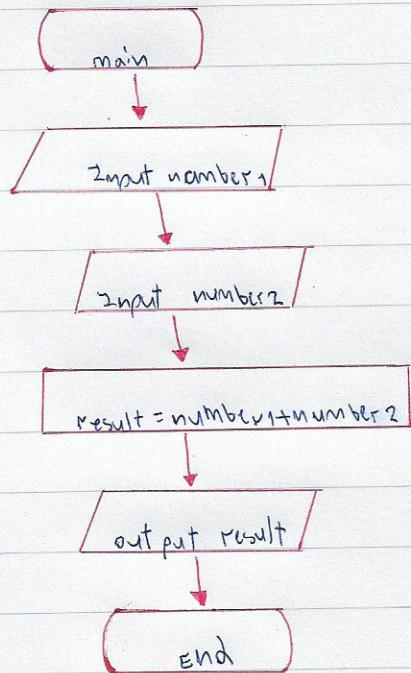
output สอง result

variable คือ number 1 คือ ตัวแปรที่เก็บข้อมูล เก็บค่าตามที่ระบุไว้

number 2 คือ ตัวแปรที่เก็บข้อมูล เช่น ก็สามารถกำหนดไว้

result คือ ตัวแปรที่เก็บผลลัพธ์ของการบวกของ 2 ตัวแปรที่ระบุไว้

2) ผังงานตามวิธีการ



2) python

```

number1 = int(input("Enter number1:"))
number2 = int(input("Enter number:"))
result = number1+number2
print ("result:",result)
  
```

2) Input ສ້າງ, ໂຫງ ສ້າງ high ແລ້ວ side

process ສ້າງ ສະເໜີໂດກ ດະນັກນິ້ນກົງຈະໄກ, ສ້າງເກີ່ມທີ່ສ້າງເປົ້າໃຈ ອຸປະກອນນີ້ສ້າງເປົ້າໃຈ 1/2 * ລົງ * ປຸ່ານ
ກົາເປີ່ມທີ່ເປົ້າໃຈ ດະນັກນິ້ນກົງຈະໄກ ລົງ * ສ້າງ

Output ສ້າງ area

variable ສ້າງ ທີ່ສ້າງ ຮູ່ມູນນີ້ດີກຳນົດ ເຊັ່ນກ່າຍກວາມຄັ້ງງານ ແລ້ວບໍ່ໄດ້ຮັບການເຫັນຢ່າງນັ້ນເບື້ອນ

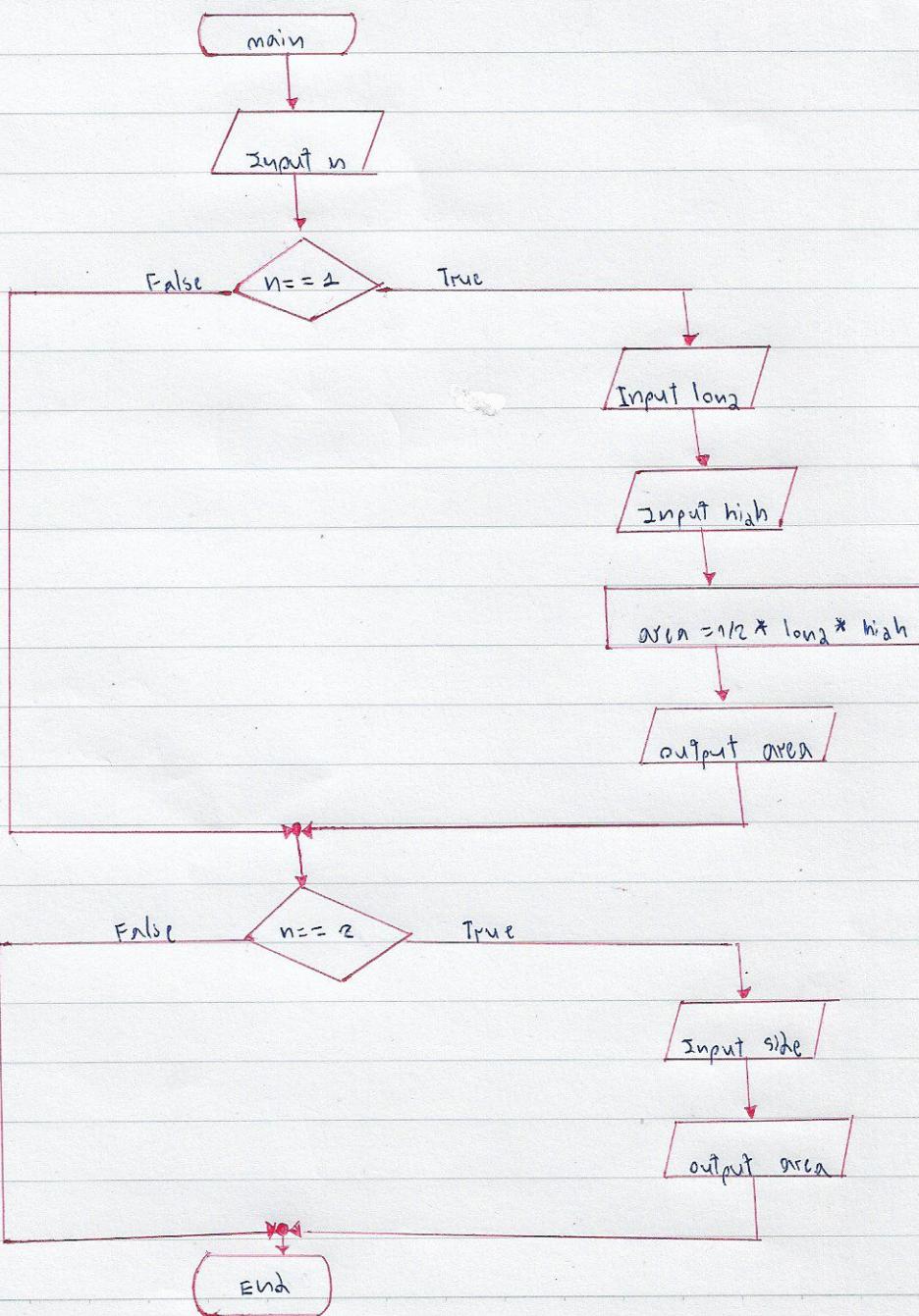
long ສ້າງ ຮູ່ມູນນີ້ດີກຳນົດ ເຊັ່ນກ່າຍກວາມຄັ້ງງານຮ່າງເປົ້າໃຈ

high ສ້າງ ຮູ່ມູນນີ້ດີກຳນົດ ເຊັ່ນກ່າຍກວາມຄັ້ງງານຮ່າງເປົ້າໃຈ

side ສ້າງ ຮູ່ມູນນີ້ດີກຳນົດ ເຊັ່ນກ່າຍກວາມຄັ້ງງານຮ່າງເປົ້າໃຈ

ເປັນ ຢັງ ຮູ່ມູນນີ້ດີກຳນົດ ເກັ່ນດ້ານລົງທຶນ ແລ້ວຕ່າງໆທີ່ກົງມານີ້ກົງຈະໄກແລ້ວສ້າງເປົ້າໃຈ

2) ຜົນງານກໍາໄກການ



2) python

```

print("ອຸປະກອດຕາມຫຼັບສໍາຮາມເບື້ອງນັ້ນຂອງລົງຈູນ ທີ່ໄດ້ຮັບກຳນົດໃຫຍ່ນີ້ 1 ຕ້ອງກິດຕາມຫຼັບສໍາຮາມນີ້ 2")
n = int(input("ລົງຈູນຕົກລົງຫຼັບສໍາຮາມເບື້ອງນັ້ນພື້ນທີ່ເປັນ"))
if n == 1:
    long = float(input("ລົງຈູນຫຼັບສໍາຮາມເບື້ອງນັ້ນ"))
    high = float(input("ລົງຈູນຫຼັບສໍາຮາມເບື້ອງນັ້ນ"))
    area = 1/2 * long * high
elif n == 2:
    side = float(input("ລົງຈູນສ່າງຫຼັບສໍາຮາມນີ້"))
    area = side ** 2
    print("ສັນນິກົດແລ້ວ", float(area))
else:
    print("Enter")

```

3) input ແລ້ວ radius

process ໂດຍ ໄກສະເໜີຕົວກິດຕາມລົງ 2*22/7 * radius ແກ້ວດິນການສົມຜົນທີ່ເປັນ

output ສຳ result

variable ສຳ square ສຳ ຢຸ່ວະພົມທີ່ໃຫຍ່ເປັນ ເລີດຕາມກ. 10 ຊົ່ວໂມງ

radius ສຳ ຢຸ່ວະພົມທີ່ໃຫຍ່ເປັນ ເລີດຕາມກົດຕົວໄຟ້

circle ສຳ ຢຸ່ວະພົມທີ່ໃຫຍ່ເປັນ ເລີດຕາມກົດຕົວໄຟ້

result ສຳ ຢຸ່ວະພົມທີ່ໃຫຍ່ເປັນ ເລີດຕາມກົດຕົວໄຟ້

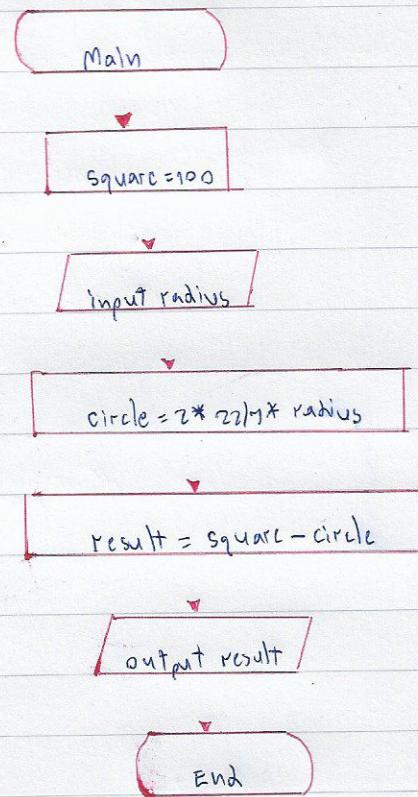
3 python

```

square = 100
radius = float(input("ຮັບຕາມກົດຕົວໄຟ້"))
circle = 2*22/7 * radius
result = int(square) - float(circle)
print("ສິ້ນທີ່ສຳເນົານີ້ນັ້ນຖືກກິດມາວັດ", float(result))

```

3) ដំឡើង ទំនាក់ទំនង



4) input នូវ number

process នៃ ឯកតាសារុបែងព័ត៌មានថា ឲ្យបានកិច្ចការលើក្នុងខាងក្រោម តើលទ្ធផលនេះ ឬ number ≥ 10 ឬ number ≤ 10 ត្រូវ

តាមទំនាក់ទំនងនេះ ឲ្យបានកិច្ចការលើក្នុងខាងក្រោម ដែលបានរាយការណ៍ដោយខ្លួន

output នូវ string ("It is an even number"), string("It is an odd number")

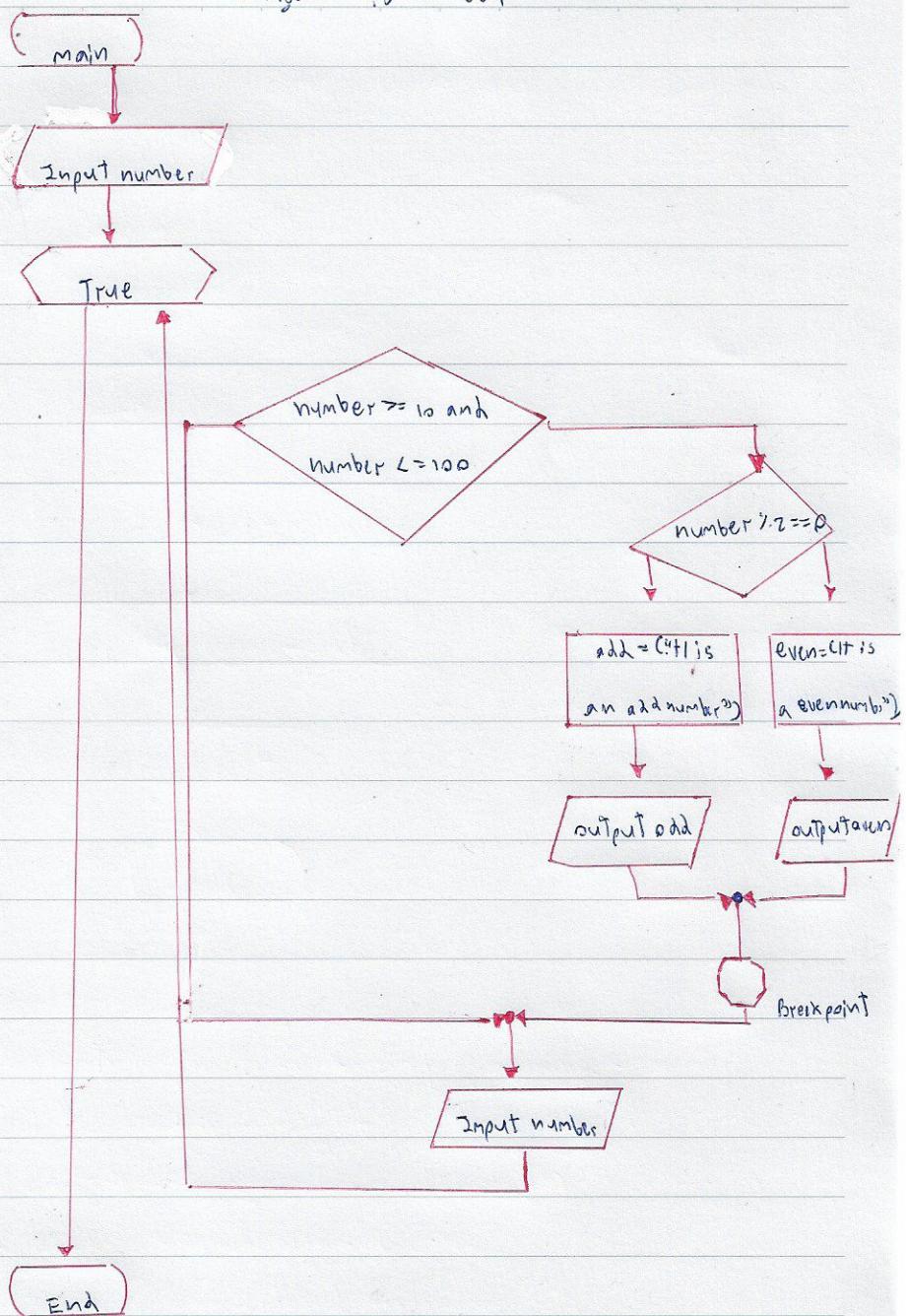
variable នូវ number តើមួយទៅគឺជាការឱ្យបានសំណើ ដែលត្រូវបានរាយការណ៍ដោយខ្លួន

4) python

```

number = int(input("Enter number:"))
while True:
    if number  $\geq 10$  and number  $\leq 100$ :
        if number % 2 == 0:
            print("It is an even number")
        else:
            print("It is an odd number")
    break
print("សារុបែងនឹងបានបញ្ជី")
number = int(input("Enter number"))
  
```

4) କେତେ ପରିମାଣରେ



5) Input ຊົວ number 1, number 2, number 3

process ຊົວ ຂະໜາລົງຈາກກຳລັງໄປໄດ້ຈາກການປັບປຸງ $1 \leq x \leq 99$ ໃນການກຳລັງກຳລັງ $10 \leq x \leq 999$ ດູວ

ເພື່ອສອນທິກ $100 \leq x \leq 999$ ດູວໃຈວ່າເຂັ້ມງັນທິກ

output ຊົວ string ("One-Digit") ມີຄື string ("Two-Digit") ພົບ string ("Three-Digit") ມີຄື ("Over-Three-Digit")

variable ຊົວ number 1 ແລ້ວ ສັງເກດຈຳກັນເກີນ ເລີນດໍາລົງຈາກກຳລັງ

number 2 ແລ້ວ ສັງເກດຈຳກັນເກີນ ເລີນດໍາລົງປົກກຳ 2

numbers ຊົວ ສັງເກດຈຳກັນເກີນ ເລີນດໍາລົງຈາກກຳລັງ 3

result ຊົວ ອົງກວາມມີດຈຳກັນເກີນ ເລີນດໍາພະນັກ

5) python

```
number1 = int(input("Enter number:"))
```

```
number2 = int(input("Enter number:"))
```

```
number3 = int(input("Enter number:"))
```

```
result = number1 + number2 + number3
```

```
< print("Result:", result)
```

```
if 1 <= result <= 9:
```

```
    print("One-Digit")
```

```
elif 10 <= result <= 99:
```

```
    print("Two-Digit")
```

```
elif 100 <= result <= 999:
```

```
    print("Three-Digit")
```

```
else:
```

```
    print("Over-Three-Digit")
```

5) ដំឡើងនិមួយៗ

main

Input number 1

Input number 2

Input number 3

result = number1 + number2 +

number 3

Output result

1 <= result and result <= 9

True

one = ("One-Digit")

Output one

False

10 <= result and result <= 99

True

two = ("Two-Digit")

Output two

False

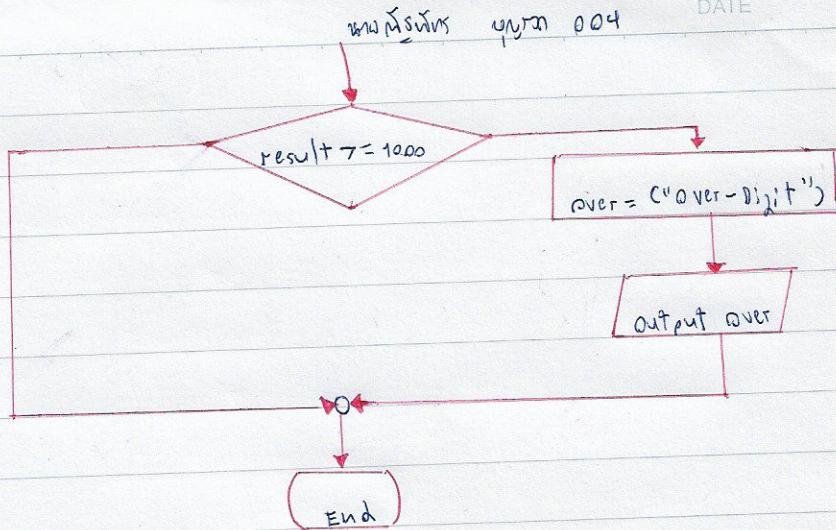
100 <= result and result <= 999

True

three = ("Three-Digit")

Output three

5) ជុំវានអ្នកតារាង (ខេត្ត)



6) input a number

process ຂີ້າ ອັນດີເກີດໃຫຍ່ເປົ້າມາດີ ໂອດທີ່ $x = <= 100$ ແລ້ວ ດັວກເກີດໄຟລ້ອງ ໂອດທີ່ ປິຈຸບັນ ເພີ້ມໃໝ່ ນັດ້າ ດັວກເກີດໄຟລ້ອງ ໂອດທີ່
ໄຟລ້ອງສະຫຼຸບໄຟລ້ອງກໍ ກ່າວຕາມ ແຫວັນໄທ້

output ဆုတေသန ("A") ဆုတေသန ("B+"), ဆုတေသန ("B") ဆုတေသန ("C+"), ဆုတေသန ("C") ဆုတေသန ("D+"), ဆုတေသန ("D") ဆုတေသန ("E+"), ဆုတေသန ("E") ဆုတေသန ("F+"), ဆုတေသန ("F")

Variable គឺ Number of a ចំណែកជាមុន (សំណើតាមរយៈលក្ខណៈ)

◀ 6) python

```
number = int(input("Enter score:"))
```

While True :

```
if 0 <= number < 120:  
    if 90 <= number < 100:  
        print("A")  
    elif 80 <= number < 89:  
        print("B")  
    elif 70 <= number < 79:  
        print("C")
```

else:

```
print("F")
```

break

```
number = int(input("Enter number:"))
```

6) ដំឡើងកម្រិតខ្ពស់

Main

Input number

True

False

False

0 <= number and number <= 100

True

False

30 <= number and

number <= 100

True

 $a = ({}^n A^2)$

Output a

False

30 <= number and

number <= 80

True

 $b_0 = ({}^n B^2)$ Output b₀

False

70 <= number and

number <= 79

True

 $b = ({}^n B^2)$

Output b

False

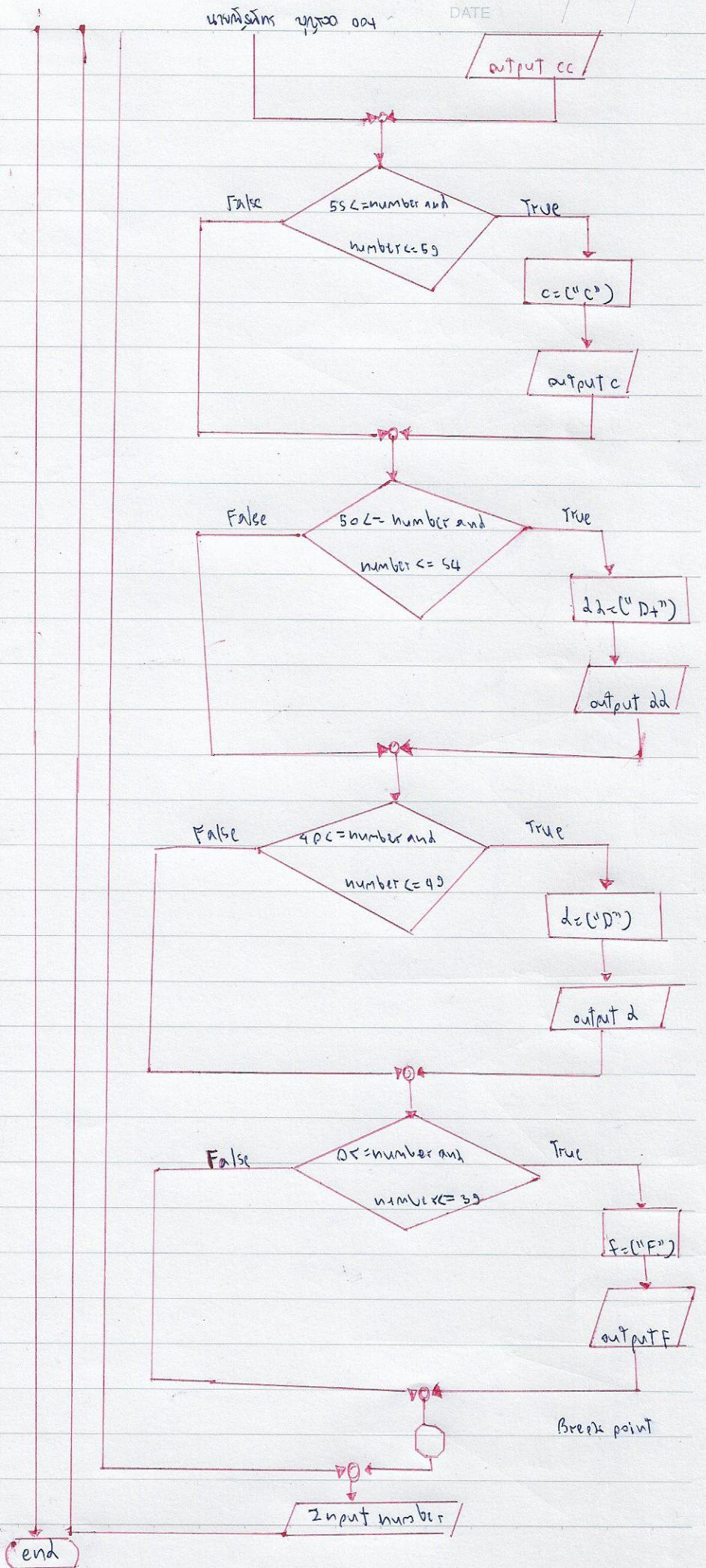
60 <= number and

number = 69

True

 $c_0 = ({}^n C^2)$

8) සාකච්ඡා නම්වලින් (cdo)



7) Input ແລະ alphabet

process ດັວ ລຳສັກເຊີຣດໍຮັບເປົ້າມາຕາງຈະບູງວ່າ ເມນໂຕ ທຶນໄທເກີຍຂຶ້ນພົນ ໄຟຢ່າງ ແລະ ລຳສັກເຊີຣດໍໄປຈະໄລຍະນຳໃຫຍ່ (chr)

ສົມບັນດັບນິນປິບໃນກົງ ດັ່ງນີ້ for ດັວນີ້ range (65, number+1) ແລ້ວພົນສາງເຖິງສັກເຊີຣດໍທີ່ມີຂຶ້ນພົນ (chr)

ສົມບັນດັບນິນໄລ່ດ້ວຍ ດັ່ງນີ້ for ດັວນີ້ range (number, 123) ຫຼັກພົນກັນເປັນສັກເຊີຣດໍສັບສົນກັບ (chr)

output ສືບ o (chr)

variable ສືບ o alphabet ສືບ ພົນມູນຄະນິດສັກເຊີຣດໍ ເລີນໂຕ ຂະໜົນກົດຕາມການນິ້ນ ນີ້

ນັບປິດກົມາ (cards)

ສົມບັນດັບນິນໄລ່ ດ້ວຍ ດັ່ງນີ້ for ດັວນີ້ range (65, number+1) ແລ້ວພົນສາງເຖິງສັກເຊີຣດໍທີ່ມີຂຶ້ນພົນ (chr)

ສົມບັນດັບນິນໄລ່ ດ້ວຍ ດັ່ງນີ້ for ດັວນີ້ range (number, 123) ແລ້ວພົນສາງເຖິງສັກເຊີຣດໍທີ່ມີຂຶ້ນພົນ (chr)

| ສືບ ສົມບັນດັບກົດຕາມການນິ້ນ ເລີນໂຕ ຂະໜົນກົດຕາມການນິ້ນ

7) python

```
alphabet = str(input("Enter alphabet:"))
```

```
if alphabet == "A" or alphabet == "B" or "C" or alphabet == "Z":
```

```
    number = ord(alphabet)
```

```
    for i in range(65, number+1):
```

```
        print(chr(i), end="")
```

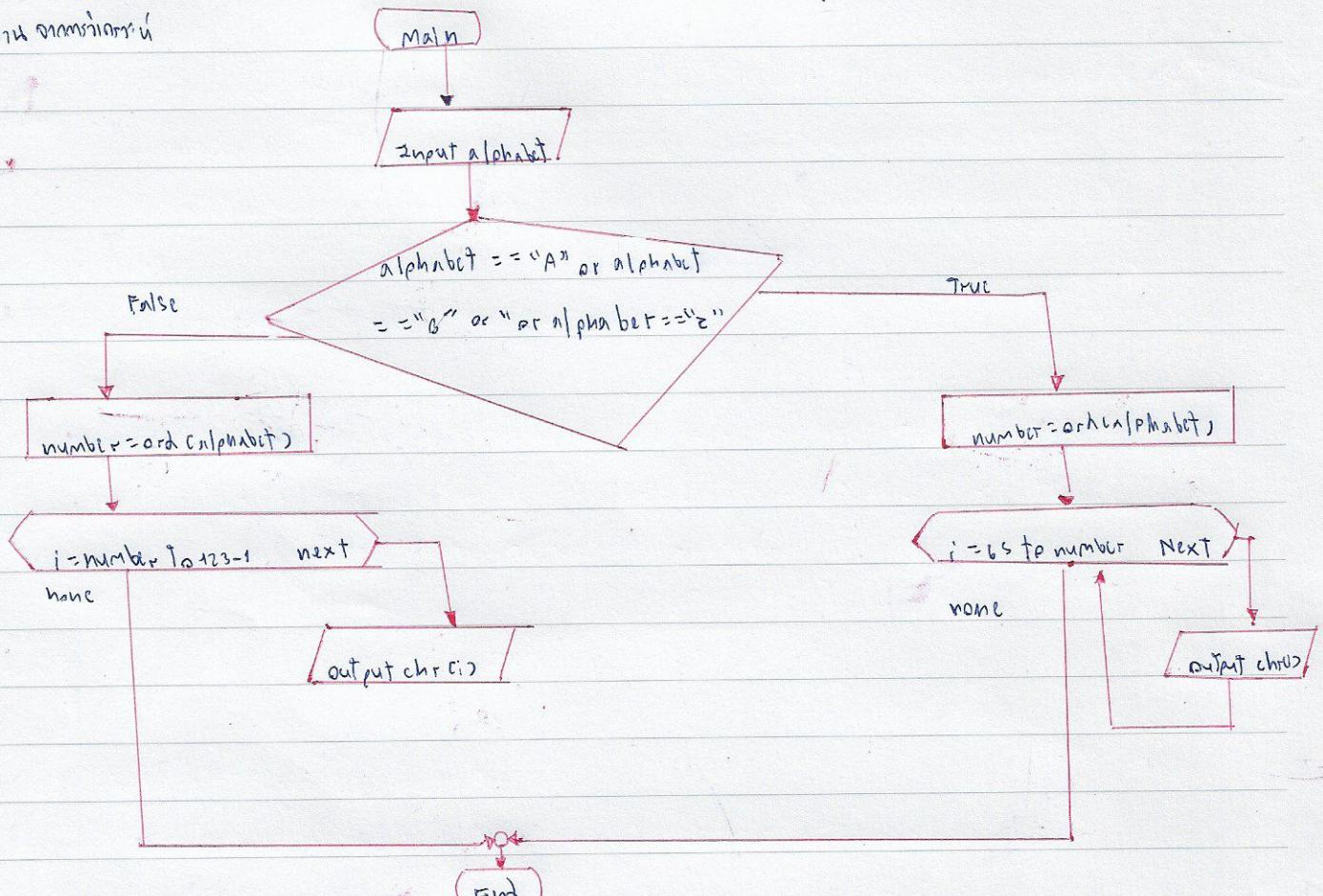
```
else:
```

```
    number = ord(alphabet)
```

```
    for i in range(number, 123):
```

```
        print(chr(i), end="")
```

7) សៀវភៅ និងសម្រាប់រាយ



b) input នូវលំនៅ

process នៃ បានការពារធម្មាននៃការបង្ហាញទូទៅនៃលំនៅ ដែលត្រូវបានបង្ហាញ នៅពេលការបង្ហាញ នៃលំនៅ

output នូវ `str("It is an even number")`, `str("It is a odd number")`

variable នៃ លំនៅ នឹងបានបង្ហាញនៅក្នុង នៃការបង្ហាញ

num នឹង បានបង្ហាញនៅក្នុង នៃការបង្ហាញ

b) python

while True :

 number=int(input("ENTER number:"))

 def even_or_odd(number):

 num=number%2==0

 return num

 if 10<=number<=20:

 if even_or_odd(number)%2==0:

 print("It is an even number")

 print("It is a odd number")

 break

⑨ Input 2 numbers, number 1, number 2

process ဆုံးလိုက်ခဲ့သူများ မရှိနေဖို့ အပေါ် ပေါ်လေ့ရှိနေသူများ +
output ထဲမှာ

Variable යේ number වේ රුහුණුවේ තොගයෙන් පිළිගැස්වන

ນໍາມານີ້? ສະ ມູນວັນຈີນ ຈຳການຄົນ ເລັກາສົງເພ

ను నేడు వంచుకొనుటకు గుర్తిస్తుంది

9) python

whiteface:

```
number1 = int(input("Enter number1:"))
```

```
numberz = int(input("Enter numberz:"))
```

2cf find - sum (number1 + number2)

`num = number + number2;`

return num

if 1 <= number1 & 1 <= 100 and 1 <= number2 & 1 <= 100:

```
print("what's your name?", end=" ")
name = input()
print("Hello", name)
```

break

↳ input 2 numbers, number1, number2

process ဆုံးဖို့မြတ်စွာလောက်ပါနိုင်သော အသေးစိတ် အမြတ် အမျှ အရေး အခြား အမြတ် အမျှ အရေး အခြား

PMR number 14 number 2 no. UNIT 2

output 30 num

variable គឺជានុលំនៅក្នុងបញ្ជីសម្រាប់បង្កើតអេឡា

number 2 គឺ នំនួនប៊ូតសំណងសំខាន់សំរាប់លេខ ៩៦៣៨២៧០៩

నుమ శ్లో సూజువరమిల్లా లెంగాప్పాలు

10) python

while True:

 number1 = int(input("Enter number1:"))

 number2 = int(input("Enter number2:"))

 def find_average(number1, number2):

 num = (number1 + number2) / 2

 return num

 if 1 <= number1 <= 100 and 1 <= number2 <= 100:

 print("Average:", find_average(number1, number2))

 break