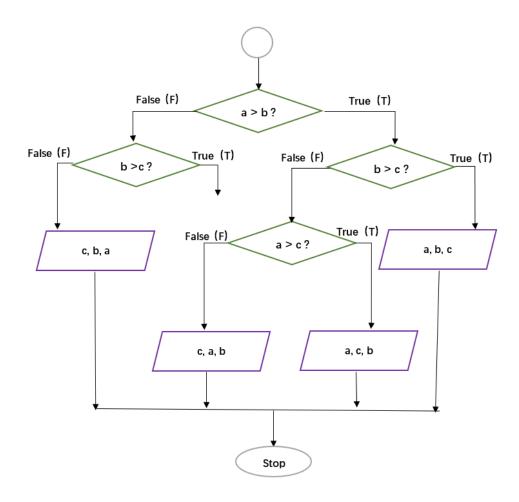
1. Flowchart

[10 points] Write a function <code>Print_values</code> with arguments <code>a</code>, <code>b</code>, and <code>c</code> to reflect the following flowchart. Here the purple parallelogram operator is to print values in the given order. Report your output with some random <code>a</code>, <code>b</code>, and <code>c</code> values.



```
D:\anaconda3\python.exe D:/ESE5023/PS1_1.py
2 1 3

Process finished with exit code 0
```

2. Matrix multiplication

2.1 [5 points] Make two matrices M1 (5 rows and 10 columns) and M2 (10 rows and 5 columns); both are filled with random integers from 0 and 50.

```
PS1 2
  D:\anaconda3\python.exe D:/ESE5023/PS1_2.py
  [[ 1 46 36 1 21 35 25 0 5 3]
   [ 4 9 34 44 28 1 28 4 23 2]
   [28 29 15 20 19 26 20 29 4 1]
   [35 21 13 11 39 47 43 20 15 17]
   [11 2 40 19 19 26 32 13 40 15]]
  [[18 36 23 4 4]
   [43 35 22 1 26]
   [32 5 45 43 42]
   [19 28 36 23 12]
   [37 40 26 13 31]
   [39 14 45 48 39]
   [38 41 14 17 30]
   [18 34 20 27 25]
   [39 45 46 21 10]
   [11 36 29 41 29]]
  Process finished with exit code 0
```

2.2 [10 points] Write a function Matrix_multip to do matrix multiplication, *i.e.*, M1 * M2. Here you are **ONLY** allowed to use for loop, * operator, and + operator.

```
# 2.2

def Matrix_multip(M1,M2):
    r1, c1 = M1.shape
    r2, c2 = M2.shape
    result = np.zeros((r1, c2))

for i in range(r1):
    for j in range(c2):
        for k in range(c1):
        result[i][j] += M1[i][k] * M2[k][j]
    print(result)

return(result)

Matrix_multip(M1,M2)
```

```
[[5560. 4958. 4754. 5144. 5203.]
[9067. 6148. 5914. 7416. 6440.]
[7503. 5783. 5600. 6709. 6907.]
[5898. 6880. 6207. 7345. 7391.]
[4928. 3837. 2681. 4807. 3629.]]

Process finished with exit code 0
```

3. Pascal triangle

[20 points] One of the most interesting number patterns is <u>Pascal's</u> <u>triangle</u> (named after Blaise Pascal). Write a function Pascal_triangle with an argument k to print the kth line of the Pascal triangle.

Report Pascal triangle (100) and Pascal triangle (200).

```
🦆 PS1 3 🗦
   D:\anaconda3\python.exe D:/ESE5023/PS1_3.py
   [1.00000000e+00 1.00000000e+02 4.95000000e+03 1.61700000e+05
    3.92122500e+06 7.52875200e+07 1.19205240e+09 1.60075608e+10
    1.86087894e+11 1.90223181e+12 1.73103095e+13 1.41629805e+14
    1.05042105e+15 7.11054250e+15 4.41869427e+16 2.53338471e+17
    1.34586063e+18 6.65013487e+18 3.06645108e+19 1.32341573e+20
    5.35983370e+20 2.04184141e+21 7.33206689e+21 2.48652703e+22
    7.97760756e+22 2.42519270e+23 6.99574817e+23 1.91735320e+24
    4.99881370e+24 1.24108478e+25 2.93723398e+25 6.63246383e+25
    1.43012501e+26 2.94692427e+26 5.80717430e+26 1.09506715e+27
    1.97720458e+27 3.42002955e+27 5.67004899e+27 9.01392403e+27
    1.37462341e+28 2.01164402e+28 2.82588089e+28 3.81165329e+28
    4.93782358e+28 6.14484712e+28 7.34709982e+28 8.44134873e+28
    9.32065589e+28 9.89130829e+28 1.00891345e+29 9.89130829e+28
    9.32065589e+28 8.44134873e+28 7.34709982e+28 6.14484712e+28
    4.93782358e+28 3.81165329e+28 2.82588089e+28 2.01164402e+28
    1.37462341e+28 9.01392403e+27 5.67004899e+27 3.42002955e+27
    1.97720458e+27 1.09506715e+27 5.80717430e+26 2.94692427e+26
    1.43012501e+26 6.63246383e+25 2.93723398e+25 1.24108478e+25
    4.99881370e+24 1.91735320e+24 6.99574817e+23 2.42519270e+23
    7.97760756e+22 2.48652703e+22 7.33206689e+21 2.04184141e+21
    5.35983370e+20 1.32341573e+20 3.06645108e+19 6.65013487e+18
    1.34586063e+18 2.53338471e+17 4.41869427e+16 7.11054250e+15
    1.05042105e+15 1.41629805e+14 1.73103095e+13 1.90223181e+12
    1.86087894e+11 1.60075608e+10 1.19205240e+09 7.52875200e+07
TODO 🕨 <u>4</u>: Run 🔼 Terminal 🕏 Python Console
```

4. Add or double

[20 points] If you start with 1 RMB and, with each move, you can either double your money or add another 1 RMB, what is the smallest number of moves you have to make to get to exactly *x* RMB? Here *x* is an integer randomly selected from 1 to 100. Write a function Least_moves to print your results. For example, Least_moves (2) should print 1, and Least_moves (5) should print 3.

```
D:\anaconda3\python.exe D:/ESE5023/PS1_4.py

3

Process finished with exit code 0
```

5. Dynamic programming

Insert + or – operation anywhere between the digits 123456789 in a way that the expression evaluates to an integer number. You may join digits together to form a bigger number. However, the digits must stay in the original order.

5.1 [30 points] Write a function Find_expression, which should be able to print every possible solution that makes the expression evaluate to a random integer from 1 to 100. For example, Find_expression (50) should print lines include:

$$1-2+34+5+6+7+8-9=501-2+34+5+6+7+8-9=50$$

and

5.2 [5 points] Count the total number of suitable solutions for any integer *i* from 1 to 100, assign the count to a list called <code>Total_solutions</code>. Plot the list <code>Total_solutions</code>, so which number(s) yields the maximum and minimum of <code>Total_solutions</code>?

```
D:\anaconda3\python.exe D:\f585823/PS1_5.py
Please input an integer between 1 and 100:
Total expressions:

['1+2+3+4+5+6+7-8+9', '1+2+3+4+5+6+7-8-9', '1+2+3+4+5+6+7-89', '1+2+3+4+5+6+7-8-9', '1+2+3+4+5+6+7-8-9', '1+2+3+4+5+6+7-8-9', '1+2+3+4+5+6+7-8-9', '1+2+3+4+5+6+7-8-9', '1+2+3+4+5+6+7-8-9', '1+2+3+4+5+6+7-8-9', '1+2+3+4+5+6+7-8-9', '1+2+3+4+5+6+7-8-9', '1+2+3+4+5+6-7-8+9', '1+2-3+4-5-6-7-8+9', '1+2-3+4-5-6-7-8+9', '1+2-3-4+5-6-7-8-9', '1+2-3-4+5-6-7-8-9', '1+2-3-4+5-6-7-8-9', '1+2-3-4+5-6-7-8-9', '1+2-3-4+5-6-7-8-9', '1+2-3-4+5-6-7-8-9', '1+2-3-4+5-6-7-8-9', '1+2-3-4+5-6-7-8-9', '1+2-3-4+5-6-7-8-9', '1+2-3-4+5-6-7-8-9', '1+2-3-4+5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-4-5-6-7-8-9', '1+2-3-
```