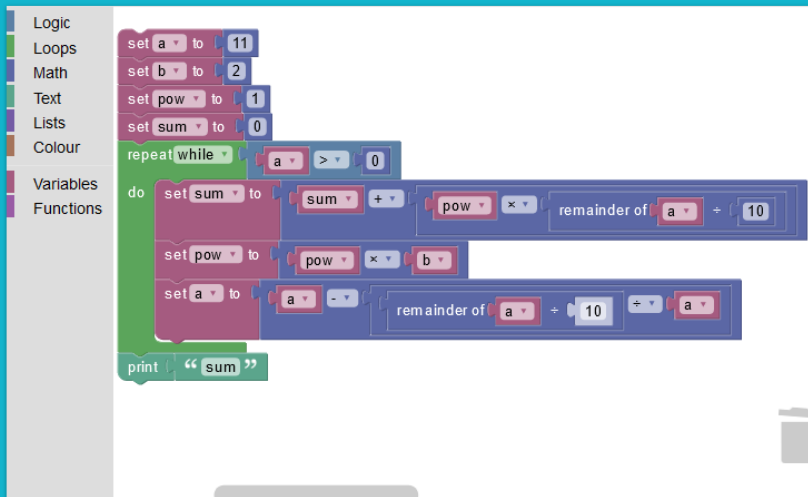**۵ - عدد بازی**

```
Y ← random (1,10)
Int father_hand ← Y + random(1,10)  ;
Print (Y) ;
Int person_hand ← random(1,10) + random (1,10) ;
Int AdadBas ← 0 ;
      While ( father_hand < 21 &&     person_hand < 21        &&    Adadbas=0 )
      {
      Input x ;
            If (x = 0)
            {
                  Adadbas ++
            }
            If (x=1)
            {
                  Person_hand = Person_hand + random(1,10)
                  Print( person_hand )
            }
      }
Print( father_hand )
Print( person_hand )
If ( father_hand = person_hand )
      { print (the game is draw) }
Else If ( father_hand = 21 || person_hand > 21  )
      { print (Father wins)}
Else If (person_hand = 21 || father_hand>21 )
      { print (Person wins) }
Else If ( father_hand > person_hand )
      { print (Person wins) }
Else If ( father_hand = person_hand )
      { print (the game is draw) }
Else
      { print (Person wins) }
```

٤ـ تغییر مبنا (مبنای دلخواه)
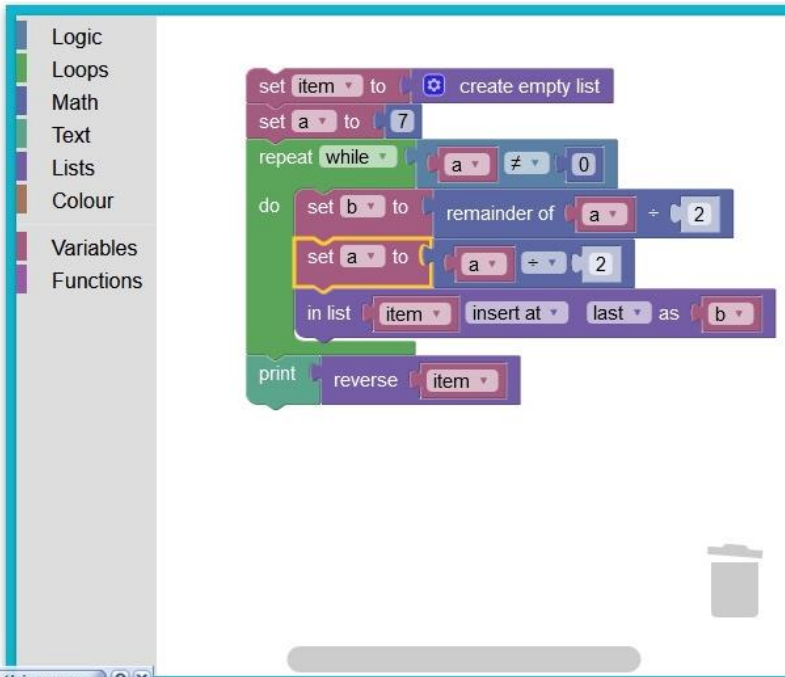

٣ـ ساعت

```javascript
var M, S, H;


M = 0;
S = 0;
H = 0;
for (var count3 = 0; count3 < 24; coun
  for (var count2 = 0; count2 < 60; co
    for (var count = 0; count < 60; co
      window.alert(M);
      window.alert(H);
      window.alert(S);
      S = S + 1;
    }
    S = 0;
    M = M + 1;
  }
  M = 0;
  H = H + 1;
}
```

۲- جا به جایی (swap)


```javascript
var a, b, temp;


a = 20;
b = 10;
if (a > b) {
  temp = a;
  a = b;
  b = temp;
}
window.alert(a);
window.alert(b);
```

```
var Count;

Count = 1;
while (Count <= 3) {
  window.alert('Hello World!');
  Count = Count + 1;
}
```

```
var a, b;

// Describe this function...
function findGCD(a, b) {
  while (a != b) {
    if (a > b) {
      a = a - b;
    } else {
      b = b - a;
    }
  }
  return a;
}

a = 15;
b = 10;
window.alert(findGCD(a, b));
```

```
var a, b, result;

a = 15;
b = 10;
while (a != b) {
  if (a > b) {
    a = a - b;
  } else {
    b = b - a;
  }
}
result = a;
window.alert(result);
```

```
var a, b, var2;

a = 15;
b = 10;
var2 = 0;
while (b > 0) {
  var2 = a;
  a = b;
  if (var2 % b == 0) {
    window.alert(b);
  }
  b = var2 % b;
}
```