

q2.py

```

p = float(input("Entre le poids (kg) : "))

if p <= 1:
    prix = 10 * p
else: # p > 1
    if p <= 5: # et p > 1
        prix = 10*1 + 8*(p-1)
    else: # p > 5
        prix = 10*1 + 8*4 + 7*(p-5)

print(prix)

```

q3.py

```

p = float(input("Entrer le poids (kg) : "))

if p <= 1:
    prix = 10 * p
elif p <= 5:
    prix = 10*1 + 8*(p-1)
elif p <= 100:
    prix = 10*1 + 8*4 + 7*(p-5)
else:
    prix = 10*1 + 8*4 + 7*95 + 1*(p-100)

print(prix)

# ^ programmes équivalents v

if p <= 1:
    prix = 10 * p
else:
    if p <= 5:
        prix = 10*1 + 8*(p-1)
    else:
        if p <= 100:
            prix = 10*1 + 8*4 + 7*(p-5)
        else:
            prix = 10*1 + 8*4 + 7*95 + 1*(p-100)

print(prix)

```

q4.py

```

x = float(input("Entrer x : "))
y = float(input("Entrer y : "))

```

q5.py

```

x = float(input("Entrer x : "))
y = float(input("Entrer y : "))

d = (x**2 + y**2)**0.5

# NB: avancé
#for i in [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]:
#for i in range(0, 10, 1):
#for i in range(0, 10):
for i in range(10):
    if d <= 2 + 2*i:
        print(10 - i)
        break
    else:
        print(0)

# -----
print("Réponse 'attendue' ici")
d = (x**2 + y**2)**0.5

if d <= 2: print(10)

```

```

elif d <= 4: print(9)
elif d <= 6: print(8)
elif d <= 8: print(7)
elif d <= 10: print(6)
elif d <= 12: print(5)
elif d <= 14: print(4)
elif d <= 16: print(3)
elif d <= 18: print(2)
elif d <= 20: print(1)
else: print(0)

```

```

# -----

```

```

d = (x**2 + y**2)**0.5

```

```

if d <= 2:
    print(10)
elif d <= 4:
    print(9)
elif d <= 6:
    print(8)
elif d <= 8:
    print(7)
elif d <= 10:
    print(6)
elif d <= 12:
    print(5)
...

```

```

# -----

```

```

if (x**2 + y**2)**0.5 <= 2:
    print(10)
elif (x**2 + y**2)**0.5 <= 4:
    print(9)
elif (x**2 + y**2)**0.5 <= 6:
    print(8)
elif (x**2 + y**2)**0.5 <= 8:
    print(7)
elif (x**2 + y**2)**0.5 <= 10:
    print(6)
elif (x**2 + y**2)**0.5 <= 12:
    print(5)
...

```

```

# -----

```

```

# if (x**2 + y**2)**0.5 <= 2:
#     print(10)
# else:
#     if (x**2 + y**2)**0.5 <= 4:
#         print(9)
#     else:
#         if (x**2 + y**2)**0.5 <= 6:
#             print(8)
#         else:
#             .....
#             ....
#             .....

```

q6.py

```

def points_fleche(dd):
    print("Début de la fonction")
    if dd <= 2: return 10
    elif dd <= 4: return 9
    elif dd <= 6: return 8
    elif dd <= 8: return 7
    elif dd <= 10: return 6
    elif dd <= 12: return 5
    elif dd <= 14: return 4
    elif dd <= 16: return 3
    elif dd <= 18: return 2
    elif dd <= 20: return 1
    else: return 0

```

```

print("Début du programme")

```

```
x = float(input("Entrer x : "))
y = float(input("Entrer y : "))

d = (x**2 + y**2)**0.5
pts = points_fleche(d)
print("Vous avez :", pts, "points")
pts2 = points_fleche(d+2)
print("Et si vous étiez 2cm plus loin...")
print("Vous auriez :", pts2, "points")
```