

# SYNTHIAM

[synthiam.com](https://synthiam.com)

## **your robot gives you the lottery number (python language)**

Here is a python script, which will give you the lottery numbers to play.

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The program is planned for a draw of 5 numbers and a lucky number. (French lottery). You will need to change the lottery program in your country.

here is the python code:

```
```python
import random

def loto():
    table1 = [(random.randint(1,49)), (random.randint(1,49)), (random.randint(1,49)), (random.randint(1,49)),
              (random.randint(1,49))]
    tablefin = []
    doublon = []

    for i in table1:
        if i not in tablefin:
            tablefin.append(i) #supprime les doublons
        else:
            doublon.append(i) #extraire les doublons
    d = len(doublon)
    while d > 0:
        #nouveau tirage
        doublon = []
        table1 = [(random.randint(1,49)), (random.randint(1,49)), (random.randint(1,49)), (random.randint(1,49)), (random.
        # recherche doublon
        for i in table1:
            if i not in tablefin:
                tablefin.append(i) #supprime les doublons
            else:
                doublon.append(i) #extraire les doublons
        # si il existe doublon d+1 et vide la table
        if (len(doublon)==1) or (len(doublon)==2) or (len(doublon)==3) or (len(doublon)==4) or (len(doublon)==5) :
            talkBlocking("j ai trouver un doublon , je refais un tirage")
            d = d+1
            doublon = []
        else:
            d = 0
        break
    # tri la table avant de la dire
    table1.sort()
    Audio.Say("Voci les numÃ©ros a jouer au loto .")
    Audio.Say("le "+str(table1[0]))
    Audio.Say("le "+str(table1[1]))
    Audio.Say("le "+str(table1[2]))
    Audio.Say("le "+str(table1[3]))
    Audio.Say("le "+str(table1[4]))
    Audio.Say("Et le numÃ©ro chance le, "+str(random.randint(1,9)))
    Audio.Say("Je vous souhaite bonne chance, ")
```
```

loto() ``` you will need to translate the sentences into the language of your country:

example: Audio.Say ("Here are the numbers to play the lotto.")

if you won, think of me, thank you! ...

note : To make the EZROBOT micro-controller speak, replace Audio.Say by Audio.SayEZB! . If you are interested in python programs, I can give you more here.