

# 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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# (python language)

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:

```
```\nimport random\ndef loto():\ntable1 = [(random.randint(1,49)), (random.randint(1,49)), (random.randint(1,49)),\n(random.randint(1,49)),(random.randint(1,49))]\ntablefin = []\n\ndoublon = []\n\nfor i in table1:\n    if i not in tablefin:\n        tablefin.append(i) #supprime les doublons\n    else:\n        doublon.append(i) #extraire les doublons\nd = len(doublon)\nwhile d > 0:\n    #nouveau tirage\n    doublon = []\n    table1 = [(random.randint(1,49)), (random.randint(1,49)), (random.randint(1,49)),\n(random.randint(1,49)), (random.randint(1,49))]\n    # recherche doublon\n    for i in table1:\n        if i not in tablefin:\n            tablefin.append(i) #supprime les doublons\n        else:\n            doublon.append(i) #extraire les doublons\n            # si il existe doublon d+1 et vide la table\n            if (len(doublon)==1) or (len(doublon)==2) or (len(doublon)==3) or (len(doublon)==4) or (len(\ndoublon)==5):\n                talkBlocking("j ai trouver un doublon , je refais un tirage")\n                d = d+1\n                doublon =[]\n            else:\n                d = 0\n            break\n    # tri la table avant de la dire\n    table1.sort()\n    Audio.Say("Voci les numéros a jouer au loto .")\n    Audio.Say("le "+str(table1[0]))\n    Audio.Say("le "+str(table1[1]))\n    Audio.Say("le "+str(table1[2]))\n    Audio.Say("le "+str(table1[3]))\n    Audio.Say("le "+str(table1[4]))\n    Audio.Say("Et le numéro chance le, "+str(random.randint(1,9)))\n    Audio.Say("Je vous souhaite bonne chance, ")

loto()\n```\n
```

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 pthon programs, I can give you more here.