

SYNTHIAM

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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 pthon programs, I can give you more here.