Texas Instruments

Programme min.
(à distribuer pour étude)

```
PROGRAM:MIN
:Prompt A
:Prompt B
:If A<B
:Then
:Disp "A"
:Else
:Disp "B"
:End
```

Programme mini.
(amélioration du précédent)

```
PROGRAM:MINI
:Prompt A
:Prompt B
:If A<B
:Then
:Disp "A"
:Else
:If A>B
:Then
:Disp "B"
:Else
:Disp "A=B"
:End
:End
```

Convertisseur d'unités de vitesse.
(à faire programmer)

```
PROGRAM:CONVERT
:Disp "DONNER V
EN KM/H"
:Prompt V
:Disp "V EN M/S:
 "
:Disp V/3.6
```

Convertisseur plus évolué

```
PROGRAM:CONVERT2
:Disp "1- KM/H -
> M/S","2- M/S -
> KM/H"
:Input "REPONSE:
 ",R
:If R=1
:Then
:Input "V EN KM/
H :",V
:Disp "V EN M/S:
",V/3.6
:Else
:Input "V EN M/S
 :",V
:Disp "V EN KM/H
 :",V*3.6
:End
```

Code (3 essais maxi)

```
PROGRAM:DAB
:For(I,1,3)
:Input "CODE :",
C
:If C=2718
:Then
:Disp "BIENVENUE
"
:Stop
:End
:End
:Disp "ACCES REF
USE"
```

Casio

Programme min.
(à distribuer pour étude)

```
======MIN      ======
"A"?→A↵
"B"?→B↵
If A<B↵
Then "A"┘
Else "B"┘
IfEnd
TOP BTM SRC MENU A↔a CHAR
```

Programme mini.
(amélioration du précédent)

```
======MINI     ======
"A"?→A↵
"B"?→B↵
If A<B↵
Then "A"↵
Else If A>B↵
Then "B"↵
Else "A=B"↵
IfEnd↵
IfEnd
TOP BTM SRC MENU A↔a CHAR
```

Convertisseur d'unités de vitesse.
(à faire programmer)

```
======CONVERT ======
"DONNER V EN KM.H-1"↵
"V"?→V↵
"V EN M.S-1"↵
V÷3.6

TOP BTM SRC MENU A↔a CHAR
```

Convertisseur plus évolué

```
======CONVERT2======
"1- KM.H-1 -→ M.S-1"↵
"2- M.S-1 -→ KM.H-1"↵
"REPONSE:"?→R↵
If R=1↵
Then "V EN KM.H-1 :"?→
V↵
"V EN M.S-1"↵
V÷3.6↵
Else "V EN M.S-1 :"?→V
↵
V×3.6↵
IfEnd↵
TOP BTM SRC MENU A↔a CHAR
```

Code (3 essais maxi)

```
======DAB      ======
For 1→I To 3↵
"CODE"?→C↵
If C=2718↵
Then "BIENVENUE"↵
Stop↵
IfEnd↵
Next↵
"ACCES REFUSE"
TOP BTM SRC MENU A↔a CHAR
```

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Equation de droites

(attention il reste un bug...à trouver!)

```
PROGRAM:EQUAD
:Disp "A(XA,YA)"

:Input "XA=",R
:Input "YA=",S
:Disp "B(XB,YB)"

:Input "XB=",T
:Input "YB=",U
:If R=T
:Then
:Disp "EQ X=C AV
EC","C=",R
:Else
:Disp "EQ Y=AX+B
"
:(U-S)/(T-R)→A
:Disp "A=",A
:Disp "B=",S-A*R

:End
```

Résolution de système 2x2

```
PROGRAM:SYST22
:Disp "AX+BY=C"
:Prompt A
:Prompt B
:Prompt C
:Disp "DX+EY=F"
:Prompt D
:Prompt E
:Prompt F
:A*E-B*D→Z
:If Z=0
:Then
:Disp "PAS DE SO
L OU","INFINITE
DE SOL"
:Else
:Disp "SOL UNIQU
E"
:Disp "X=",(C*E-
B*F)/Z
:Disp "Y=",(A*F-
D*C)/Z
:End
```

Le lièvre et la tortue (une partie)

```
PROGRAM:LIEVT
:0→C
:0→L
:0→T
:While L+T=0
:1+int(6*rand)→D

:Disp "DE:"
:Pause D
:If D=6
:Then
:1→L
:Pause "LIEVRE G
AGNE"
:Else
:C+1→C
:Disp "TORTUE CA
SE"
:Pause C
:If C=5
:Then
:1→T
:Disp "TORTUE GA
GNE"
:End
:End
:End
```

Casio

Equation de droites

(attention il reste un bug...à trouver!)

```
======EQUAD   ======
"A(XA,YA)"↵
"XA"?→R↵
"YA"?→S↵
"B(XB,YB)"↵
"XB"?→T↵
"YB"?→U↵
If R=T↵
Then "EQ X=C AVEC C="
↵
R↵
Else "EQ Y=AX+B"↵
(U-S)÷(T-R)→A↵
"A"↵
A◢
"B"↵
S-A×R↵
IfEnd
```

TOP BTM SRC MENU A↔a CHAR

Résolution de système 2x2

```
======SYS22   ======
"AX+BY=C"↵
"A"?→A↵
"B"?→B↵
"C"?→C↵
"DX+EY=F"↵
"D"?→D↵
"E"?→E↵
"F"?→F↵
A×E-B×D→Z↵
If Z=0↵
Then "PAS DE SOL OU"↵
"INFINITE DE SOL"↵
Else "SOL UNIQUE"↵
"X="↵
(C×E-B×F)÷Z◢
"Y="↵
(A×F-D×C)÷Z↵
IfEnd
```

TOP BTM SRC MENU A↔a CHAR

Le lièvre et la tortue (une partie)

```
======LIEVT   ======
0→C↵
0→L↵
0→T↵
While L+T=0↵
1+Int (6Ran# )→D↵
"DE:"↵
D◢
If D=6↵
Then 1→L↵
"LIEVRE GAGNE"◢
Else C+1→C↵
"TORTUE CASE"↵
C◢
If C=5↵
Then 1→T↵
"TORTUE GAGNE"↵
IfEnd↵
IfEnd↵
WhileEnd
```

TOP BTM SRC MENU A↔a CHAR

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Le lièvre et la tortue (100 parties)

```
PROGRAM:LIEVTO
:0→L
:0→T
:ClrHome
:For(I,1,100)
:0→C
:While C<5
:1+int(6rand)→D
:If D=6
:Then
:L+1→L
:6→C
:Else
:C+1→C
:End
:If C=5
:Then
:T+1→T
:End
:Output(3,5,"TOR
TUE")
:Output(5,5,"LIE
VRE")
:Output(3,12,T)
:Output(5,12,L)
:End
:End
```

Casio

Le lièvre et la tortue (100 parties)

```
======LIEVTO  ======
0→L↵
0→T↵
ClrText↵
For 1→I To 100↵
0→C↵
While C<5↵
1+Int (6Ran# )→D↵
If D=6↵
Then L+1→L↵
6→C↵
Else C+1→C↵
IfEnd↵
If C=5↵
Then T+1→T↵
IfEnd↵
Locate 8,3,"TORTUE"↵
Locate 8,5,"LIEVRE"↵
Locate 15,3,T↵
Locate 15,5,L↵
WhileEnd↵
Next
TOP BTM SRC MENU A↔a CHAR
```

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