from random import \*

from Librairiepourgraphique import \*

import os

print("Taper simulation(nbre,n) pour nbre de simulations (de 1 à 7) de n lancers")

def lancer2d6():

return randint(1,6)+randint(1,6)

def simule(n):

speed("fast")

repere()

x0,y0=-300,-250

dx=600/n

graduations(n)

c=0

for k in range(1,n+1):

d=lancer2d6()

if d>7 :

c=c+1

goto(x0+k\*dx,y0+c/k\*500)

point(3,"red")

return c/n

def simule2(n, couleur):

x0,y0=-300,-250

up()

goto(x0,y0)

dx=600/n

c=0

for k in range(1,n+1):

d=lancer2d6()

if d>7 :

c=c+1

goto(x0+k\*dx,y0+c/k\*500)

point(3,couleur)

down()

os.system("color couleur")

write(c/n)

return c/n

def simulation(nbre,n):

couleur=["red","blue","green","brown","purple","orange","grey"]

repere()

graduations(n)

for k in range(nbre):

a=simule2(n,couleur[k%7])

print(a)