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)