## Universida<sub>de</sub>Vigo

## 6. Session no. 6

Learning goals: Continue with the previous week's learning goals

- 1. Write a function that computes the factorial of a number and check your function in a program.
- 2. Write a function to check whether a year is a leap year and check your function in a program.
- 3. Write a program to play the game stone-paper-scissors. The program should generate a random value and ask the user for his or her choice. Declare as winner who first has won three rounds.
- 4. Write a program with functions that finds the roots of a polynomial of degree 2  $(ax^2 + bx + c = 0)$ . Asks the user for the coefficients as floating point numbers.
- 5. Write a program that uses a function to convert polar coordinates to rectangular coordinates.
- 6. Write a program that uses functions to convert cylindric coordinates to rectangular coordinates and the other way round. Use your functions to check whether your implementation is correct, as we have

cyl2rec(rec2cyl(x,y,z)) = (x,y,z)

don't we?