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from PyQt5.uic import loadUi
from PyQt5.QtWidgets import QApplication

def NbrOndulant(n):
    ch=str(n)
    car1=ch[0]
    car2=ch[1]
    ond=True
    for i in range(2,len(ch)-1):
        print(ch[i],'--',ch[i+1])
        if(ch[i]!=car1 and ch[i]!=car2)or(ch[i]==ch[i+1]):
            ond=False
    return ond

def play():
    N=int(windows.nb.text())
    if(N<100):
        windows.res.setText('Donner un entier >=100')
    else:
        windows.res.setText(str(NbrOndulant(N)))

app=QApplication([])
windows=loadUi("Nombre Ondulant.ui")
windows.show()
windows.verif.clicked.connect(play)
app.exec_()
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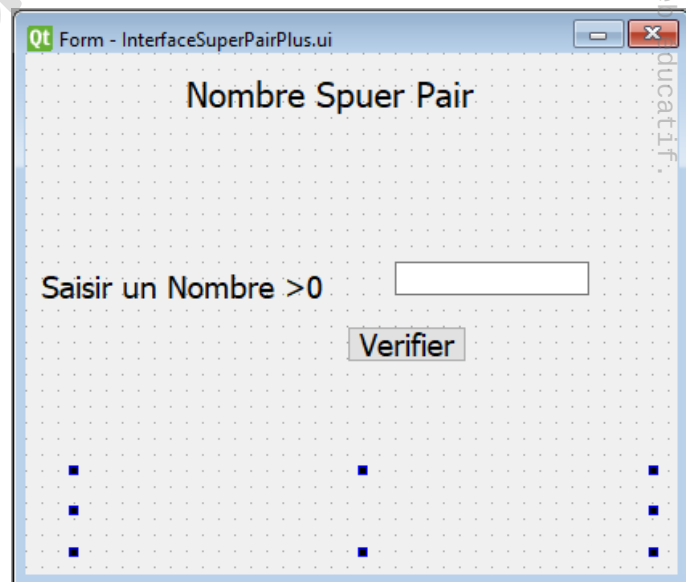
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from PyQt5.uic import loadUi
from PyQt5.QtWidgets import QApplication

def superpairplus(n):
    spp=True
    ch=str(n)
    p=True
    for i in range(len(ch)):
        if(int(ch[i])%2!=0):
            p=False
    for i in range(2,n+1):
        if(n%i==0)and(i%2!=0):
            spp=False
    if(spp and(n%2==0) and (p==True)):
        return "est super pair plus"
    else:
        return "n'est pas super pair plus"

def play():
    N=int(windows.nb.text())
    if(N<=0):
        windows.res.setText('Donner un entier > 0')
    else:
        windows.res.setText(str(N)+':'+superpairplus(N))
app=QApplication([])
windows=loadUi("InterfaceSuperPairPlus.ui")
windows.show()
windows.verif.clicked.connect(play)
app.exec_()

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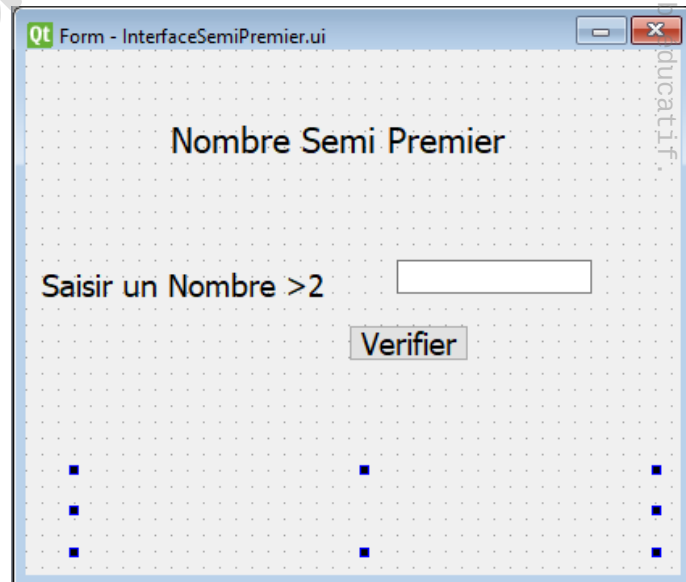
from PyQt5.uic import loadUi
from PyQt5.QtWidgets import QApplication

def premier(e):
    nb=0
    for i in range(1,e+1):
        if(e%i==0):
            nb=nb+1
    return nb==2

def semipremier(n):
    sp=False
    for i in range(1,n+1):
        if(n%i==0)and(premier(i)) and(premier(n//i)):
            sp=True
    if(sp==True):
        return "est Semi Premier"
    else:
        return "n'est pas Semi Premier"

def play():
    N=int(windows.nb.text())
    if(N<=2):
        windows.res.setText('Donner un entier > 0')
    else:
        windows.res.setText(str(N)+':'+semipremier(N))
app=QApplication([])
windows=loadUi("InterfaceSemiPremier.ui")
windows.show()
windows.verif.clicked.connect(play)
app.exec_()

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from PyQt5.uic import loadUi
from PyQt5.QtWidgets import QApplication
from math import*

def premier(e):
    nb=0
    for i in range(1,e+1):
        if(e%i==0):
            nb=nb+1
    return nb==2

def NbrLisse(n):
    ddp=0
    for i in range(1,n+1):
        if(n%i==0)and(premier(i)==True):
            ddp=i
    if(ddp<=sqrt(n)):
        return str(n)+'est un nombre Lisse'
    else:
        return str(n)+":n'est pas un nombre"

def play():
    N=int(windows.nb.text())
    if(N<1):
        windows.res.setText('Donner un entier >1')
    else:
        windows.res.setText(NbrLisse(N))

app=QApplication([])
windows=loadUi("InterfaceLisse.ui")
windows.show()
windows.verif.clicked.connect(play)
app.exec_()

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