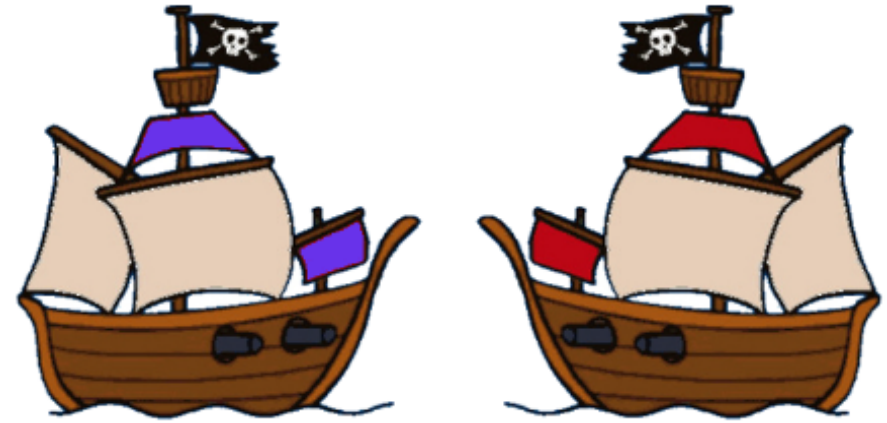
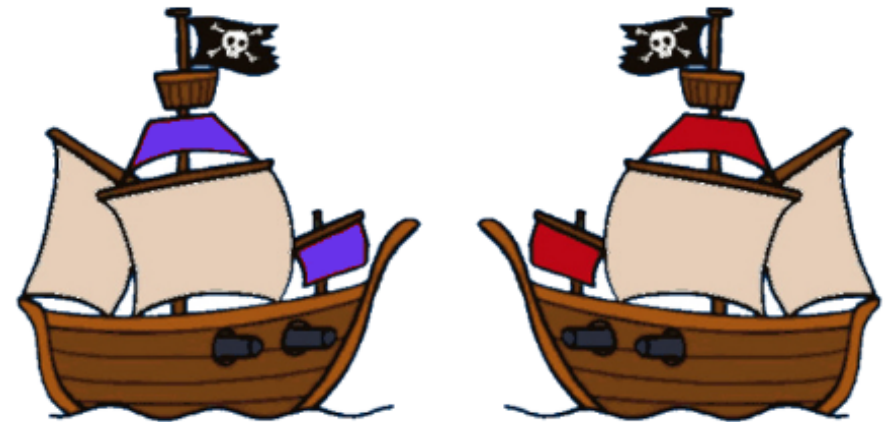


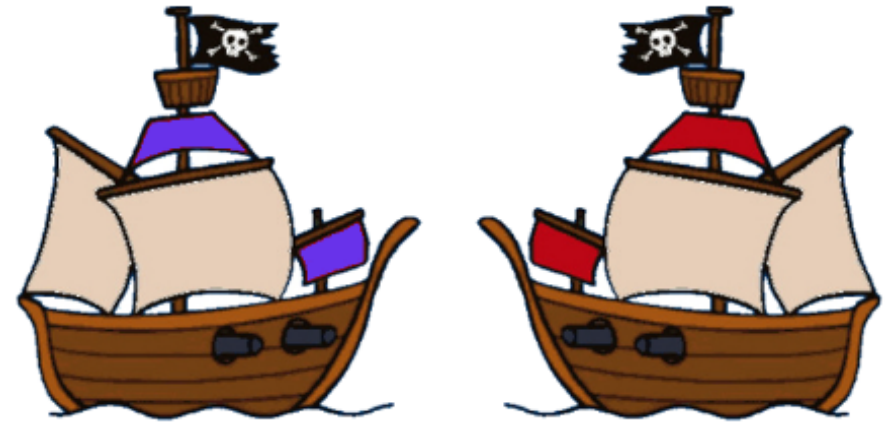
```
def bataille (A,B,G,D):  
    A=A-2  
    return A,B
```



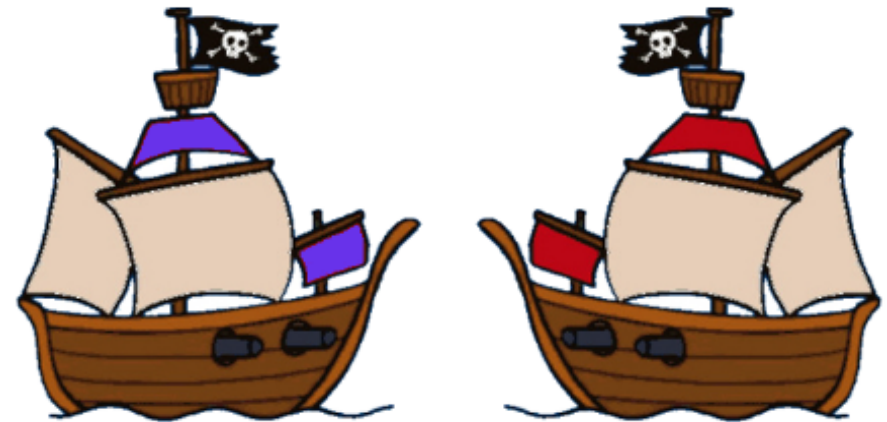
```
def bataille (A,B,G,D):  
    A=A+5  
    return A,B
```

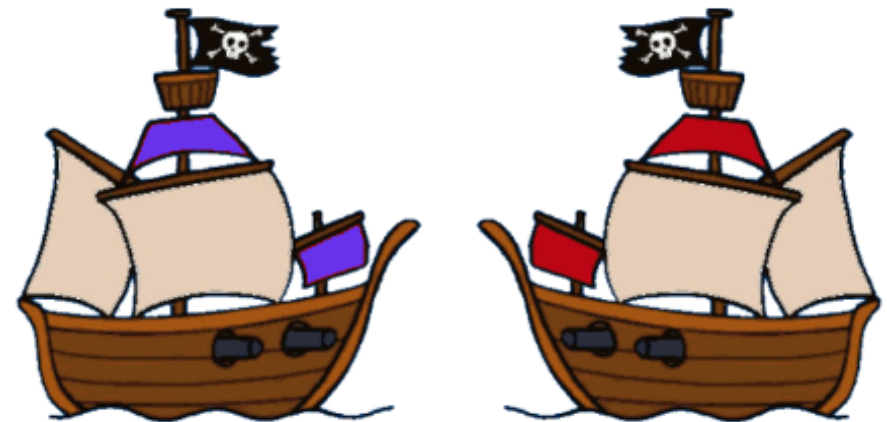
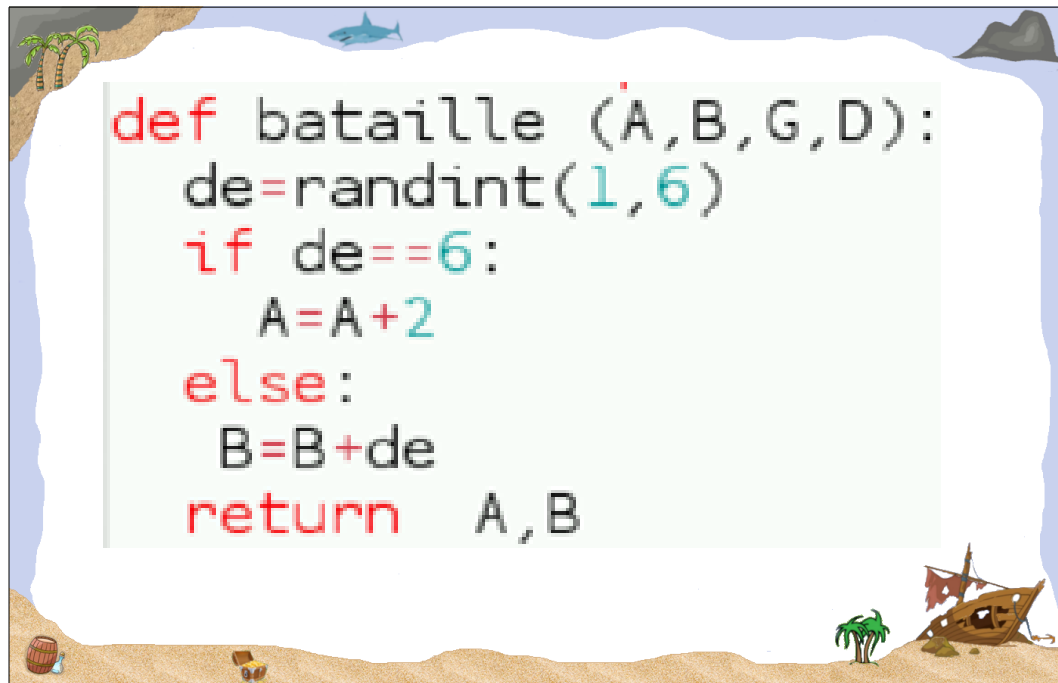
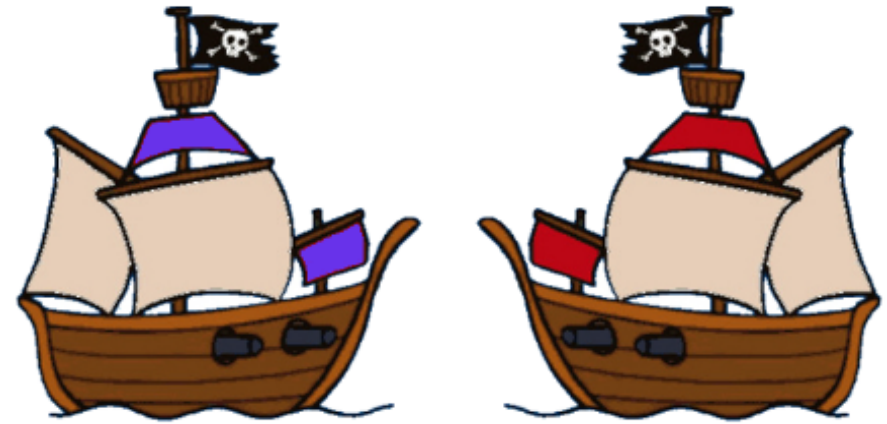
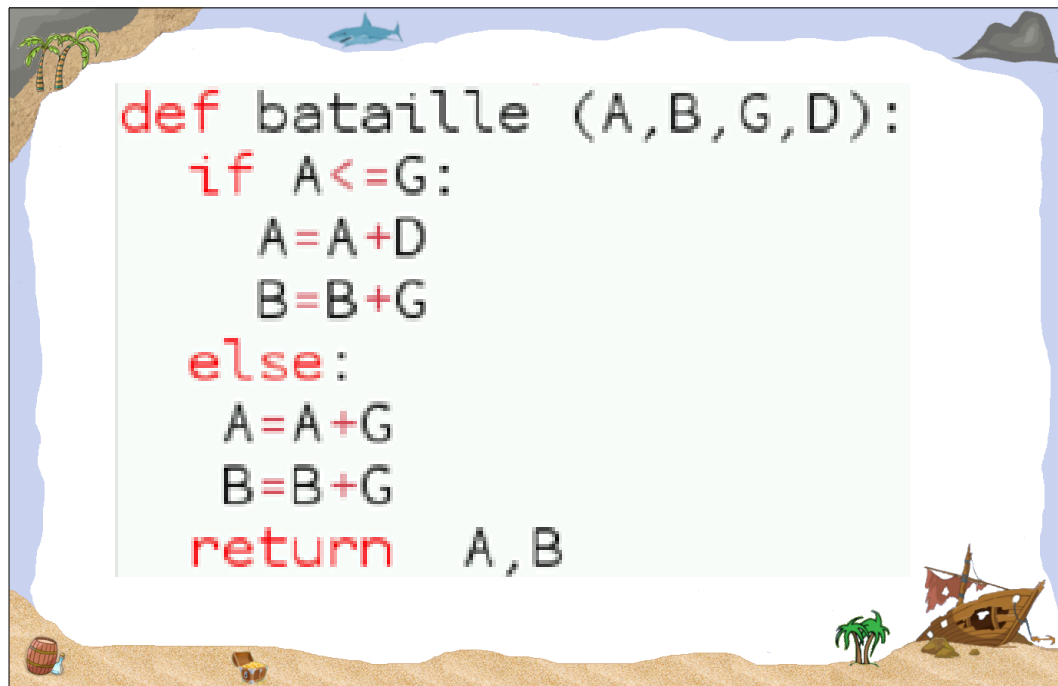


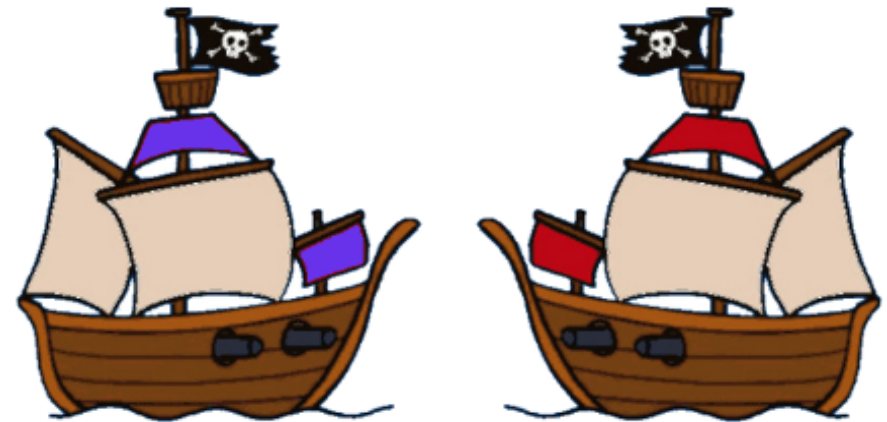
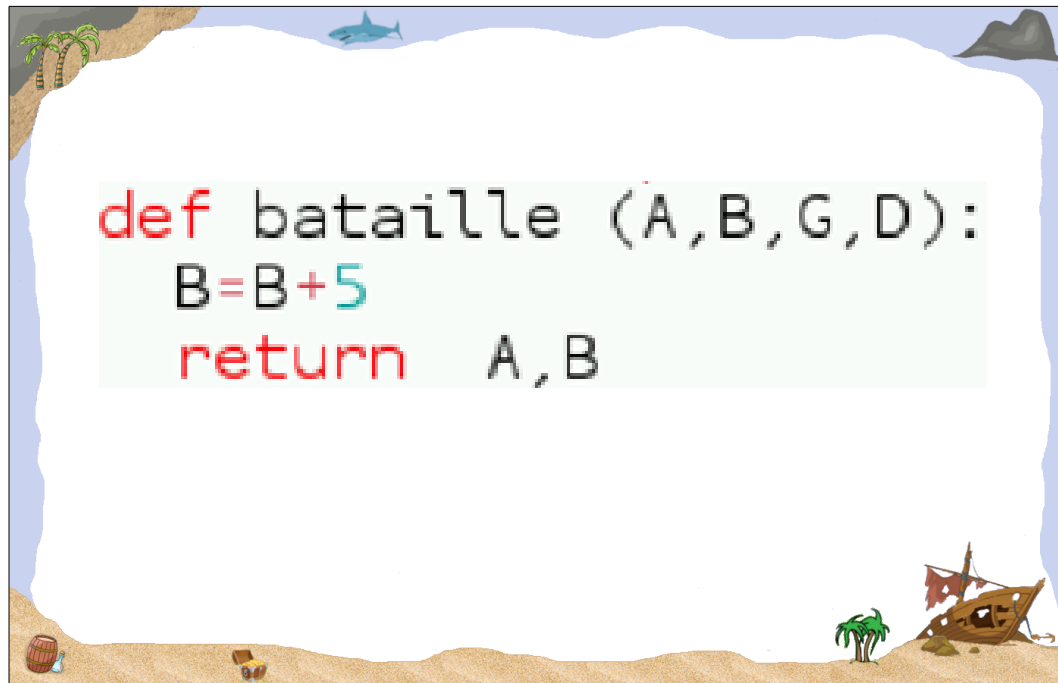
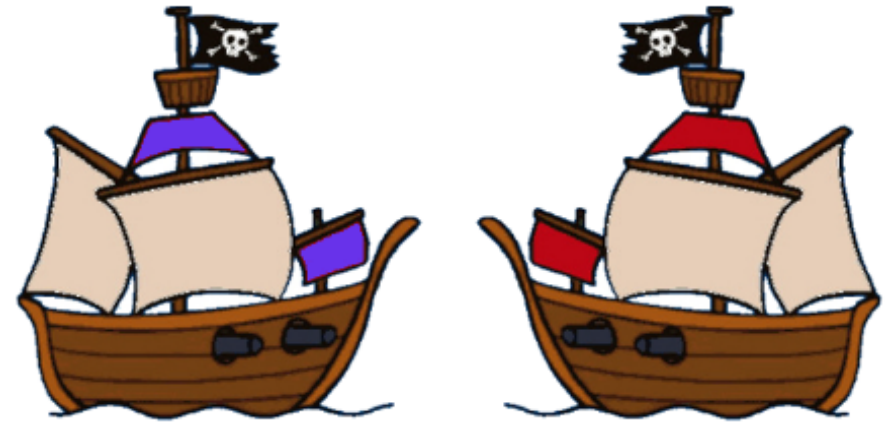
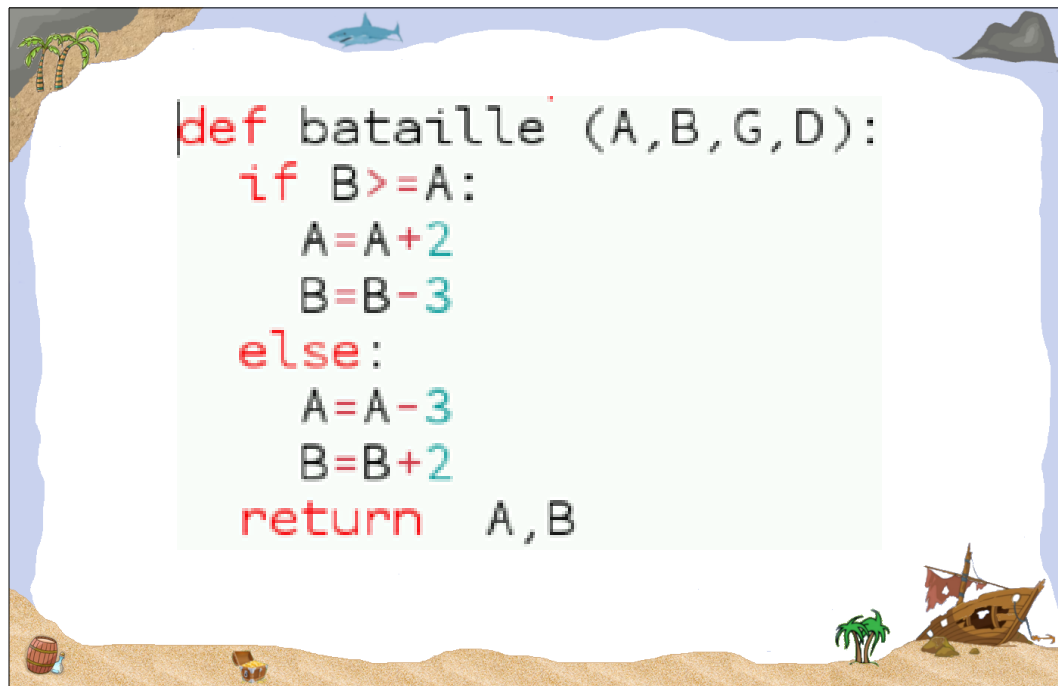
```
def bataille (A,B,G,D):  
    A=min(A,G,D)  
    B=max(B,G,D)  
    return A,B
```



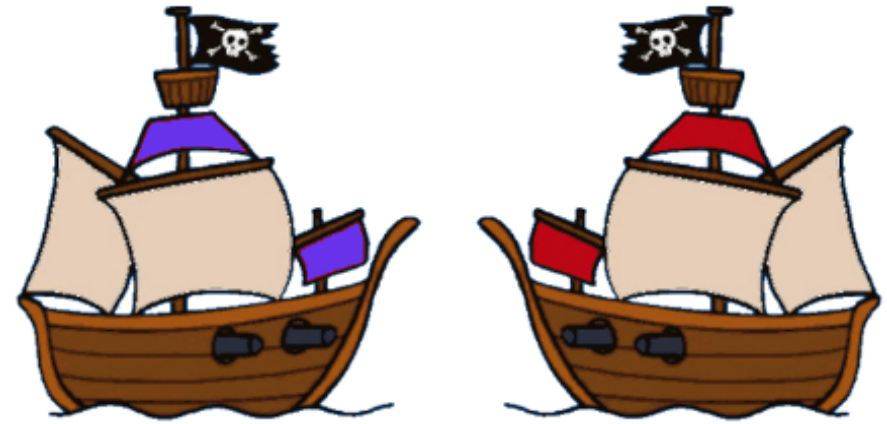
```
def bataille (A,B,G,D):  
    A=max(A,G,D)  
    B=min(B,G,D)  
    return A,B
```







```
def bataille (A,B,G,D):  
    B=B-3  
    return A,B
```



```
def bataille (A,B,G,D):  
    de=randint(1,6)  
    if de<=3:  
        A=A-5  
        B=B+5  
    else:  
        A=A+4  
        B=B-de  
    return A,B
```

