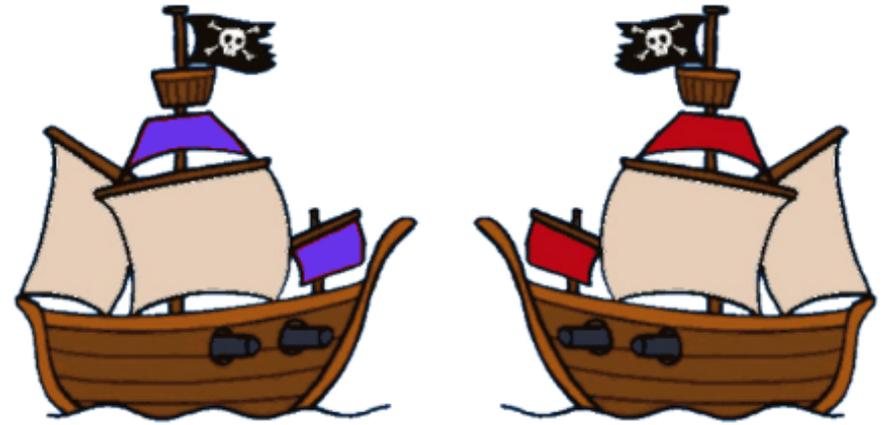
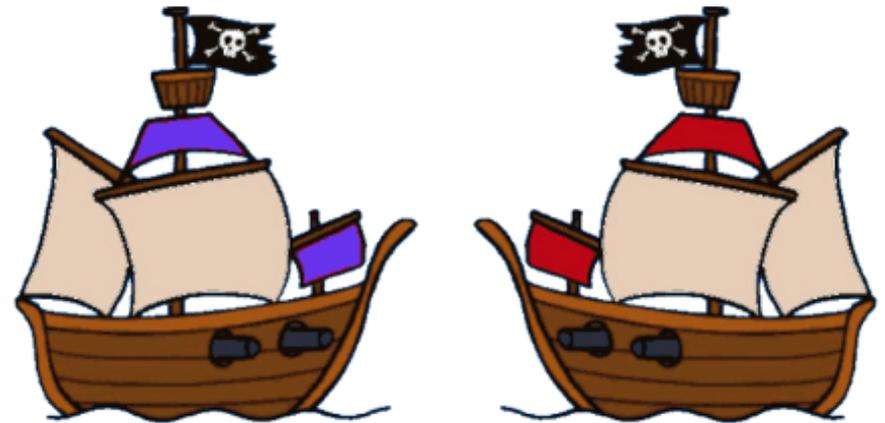


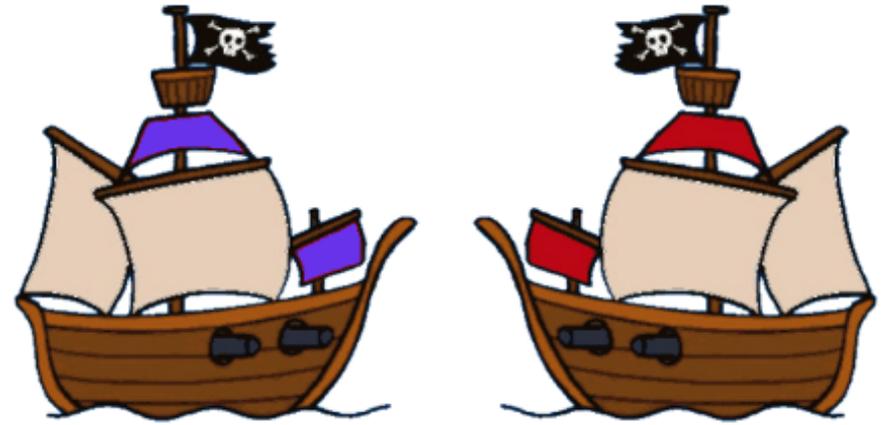
```
def bataille (A,B):  
    E=A  
    A=B  
    B=E  
    return A,B
```



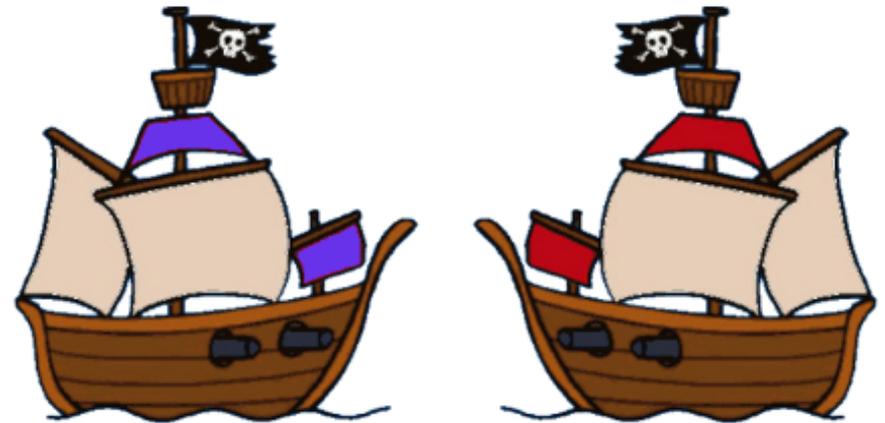
```
def bataille (A,B,G,D):  
    A=A+G  
    B=B+D  
    return A,B
```



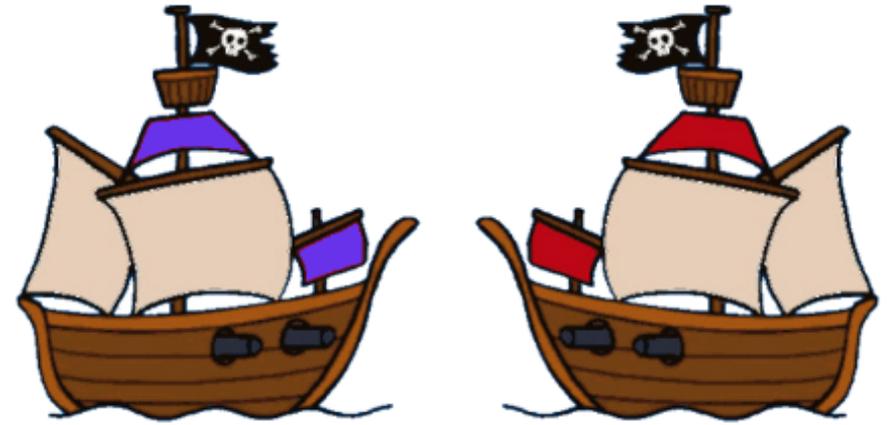
```
def bataille (A,B,G,D):  
    A=A+2  
    B=B-4  
    return A,B
```



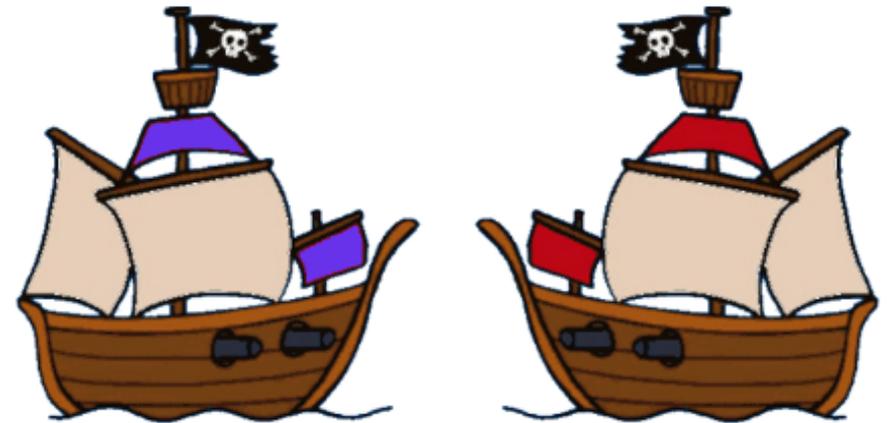
```
def bataille (A,B,G,D):  
    A=A-2  
    B=B+4  
    return A,B
```



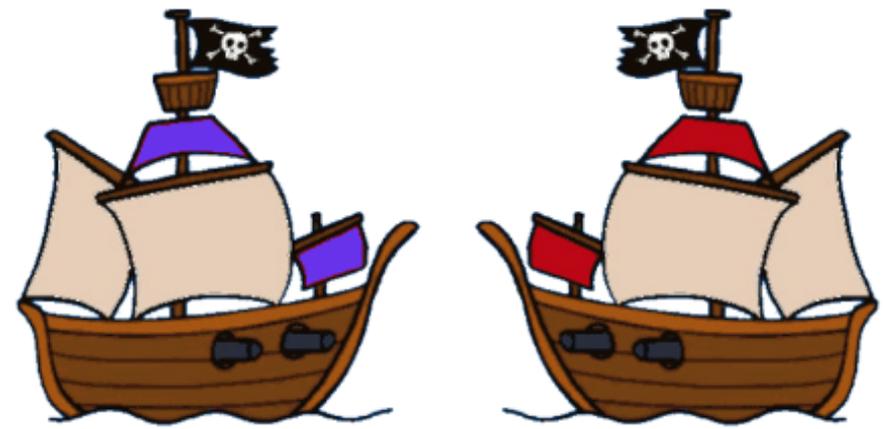
```
def bataille (A,B,G,D):  
    A=A-2  
    return A,B
```



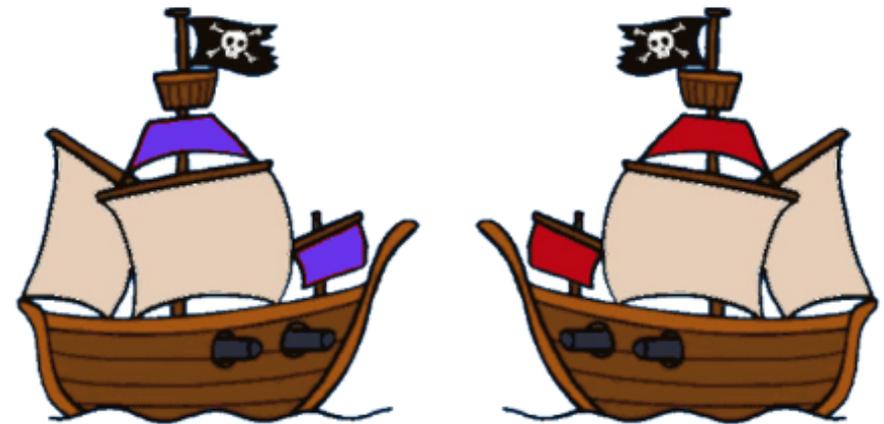
```
def bataille (A,B,G,D):  
    A=A+5  
    return A,B
```



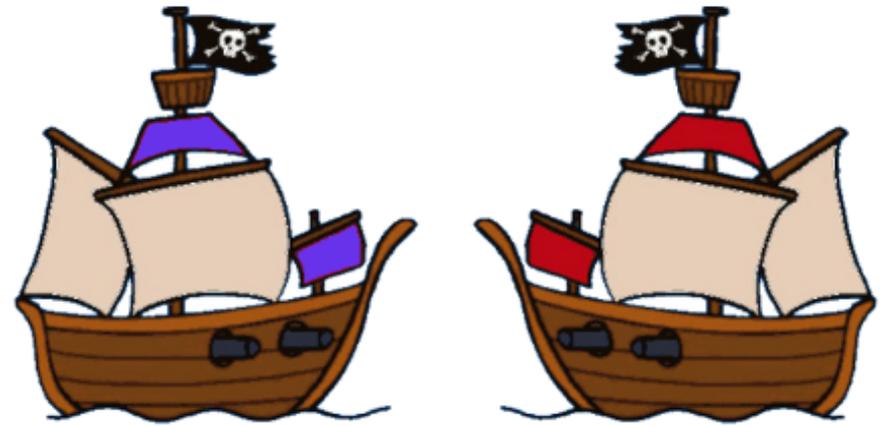
```
def bataille (A,B,G,D):  
    A=min(A,G,D)  
    B=max(B,G,D)  
    return A,B
```



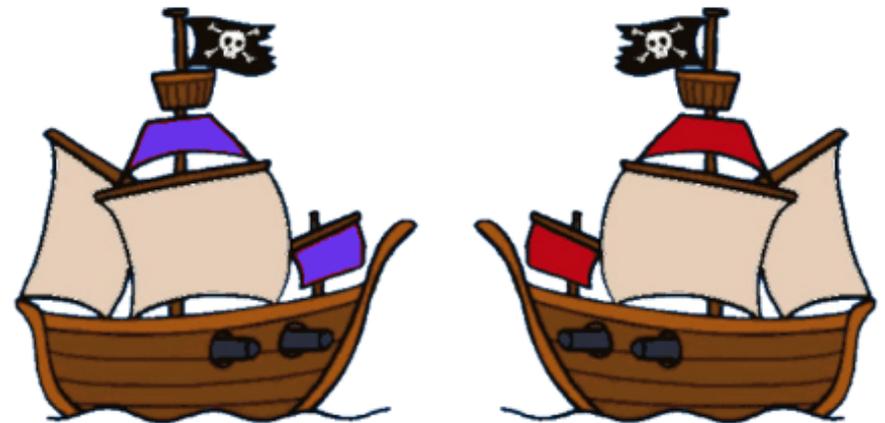
```
def bataille (A,B,G,D):  
    A=max(A,G,D)  
    B=min(B,G,D)  
    return A,B
```



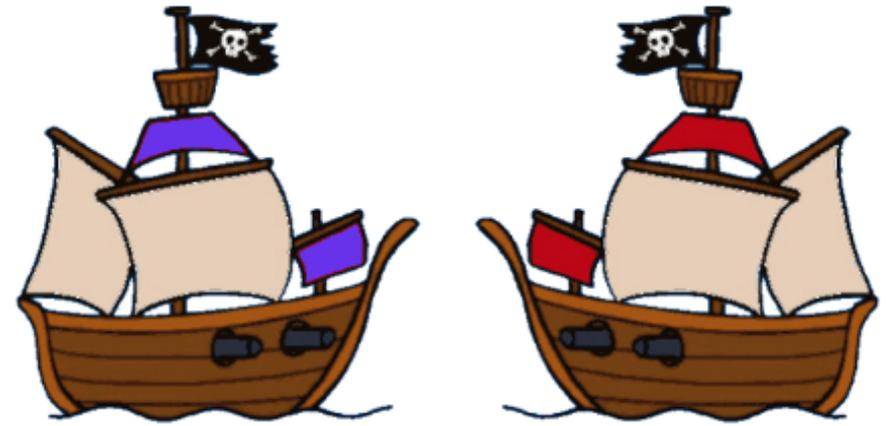
```
def bataille (A,B,G,D):  
    if A<=G:  
        A=A+D  
        B=B+G  
    else:  
        A=A+G  
        B=B+G  
    return A,B
```



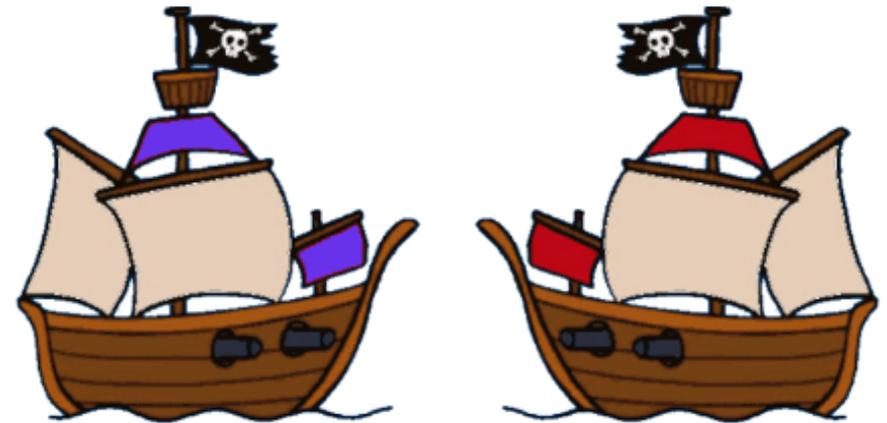
```
def bataille (A,B,G,D):  
    de=randint(1,6)  
    if de==6:  
        A=A+2  
    else:  
        B=B+de  
    return A,B
```



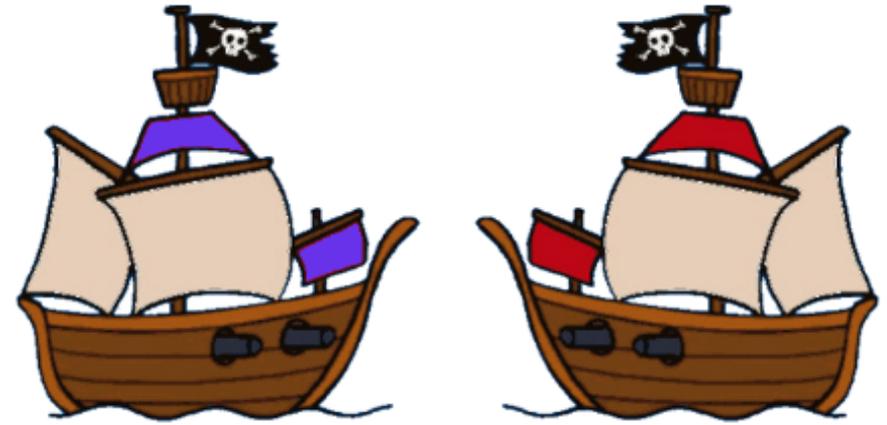
```
def bataille (A,B,G,D):  
    if B>=A:  
        A=A+2  
        B=B-3  
    else:  
        A=A-3  
        B=B+2  
    return A,B
```



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

