

### Recreational Math: Puzzle Me!

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#### Findings patterns

Input/Output Machine. Each table below represents a different rule. Look for input/output patterns to fill in the missing words, letter, or numbers. Then state each rule. [\*Means the rule cannot be applied to this input.]

Input	Output
Candy	2
Juan	1
Alicia	3
George	1
Maya	--
Barbara	--
--	4

Input	Output
Short	0
Fair	*
Sad	A
Smooth	*
Shiny	I
Hard	--
--	0

Input	Output
Candy	2
Juan	1
Alicia	3
George	1
Maya	--
Barbara	--
--	4

The rule: \_\_\_\_\_

The rule: \_\_\_\_\_

The rule: \_\_\_\_\_

Input	Output
Ship	Q
Boat	U
Car	S
Trolley	Z
Bus	--
Motorcycle	--
--	--

Input	Output
0	1
1	2
2	5
3	10
4	--
5	--
--	82

Input#1	Input#2	Output
4	6	4
9	3	12
2	3	6
10	8	4
7	3	--
4	4	--
--	4	10

The rule: \_\_\_\_\_

The rule: \_\_\_\_\_

The rule: \_\_\_\_\_

YYUR YYUB ICUR 124C. Solution elsewhere.

**Complete the following tables:**

IN	OUT	IN	OUT	IN	OUT	IN	OUT
math	m	math	b	3	7	1	4
zebra	7	zebra	f	10	21	2	7
house	h	love	p	5	11	3	10
pick	p	line	l	0	1	4	13
rose	r	stem	f	50	101	5	-
school	-	elephant	f	4	0	0	-
mouse	-	sit	j	15	31	53	-
...		pin	-	6	-	<i>n</i>	-
guessing	9	picife	-	20	-	...	...
involves	9	today	-	-	201	1	1
taking	7	think	-	<i>n</i>	-	2	3
a	2	...		...	...	4	7
risk	5	problem	13	2	2	6	-
but	4	solving	7	145	10	50	-
it	3	in	14	31	4	<i>n</i>	-
is	3	math	8	10	1	...	-
often	6	can	14	8	8	1	3
a	-	be	5	182	11	2	5
good	-	much	8	0	0	3	7
strategy	-	fun	14	20	-	4	9
		do	-	3	-	5	-
		you	-	181	-	6	-
		think	-	16	-	50	-
		so	-			<i>n</i>	-