The Demons' Codes

```python
#!/usr/bin/python
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# Created By: Belphegor
# Creation Date: 2/20/1991
# version = '0.0'
# The lines beginning with # are comments. Computers will pass through them, but they are my notes.
# As a demon, part of my job is tricking people. To make my life and work easier, I made this code.
# My design is simple. The framework is based on the seven sins. The first step is to figure out what kind
# of sins the target has, then call specific functions to focus in on that sin.
#----------------------------------------------------------------------------------------------
# Import the functions that already exist but in other files here. Use the beginning "import" to call the
# function.
import random # Call the random function that already exists. It will be helpful for me to select my target.
from hellPossibility import possibilityToGoToHell # This is my code that detects whether a person may
# end up in Hell or not. It returns a number between 0 and 1. One means they will come to Hell for sure.
from demonSkill import whisper # This function can whisper my voice into people's minds.
from demonSkill import character # This function to create a list for a person's characteristics.
from demonSkill import valueUp # This function makes a topic more valuable and popular.
from addedCode import detectSins # Ugh! Why did I do this to myself? Didn't have to waste effort on
# unnecessary specificity. But I made this function to analyze people's sins. This function returns a list of
# percentage breakdown of the target's 7 sins. I normalized them so that the sum of all numbers is 1. A
# larger number means the sin is more common for this person.
def pride(Target):
# It is the function to target prideful people. "Target" is the person's information that serves as input for
# the function. When will people show their pride? When people feel challenged, and their positions are
# in danger. Hehehehe.

        GDPGrows = 0.5%
        CPIrate = 8% # Need to set up the economic situation to be terrible. When resources are abundant
        # and people feel comfortable in their life, they are more likely to be happy and satisfied. People
        # are more willing to share and help others. In a hard time, students will be more challenged to
        # get into their ideal school, employees will be more likely to lose their jobs.
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        targetPerson = Target
        while character(targetPerson) == character(Target):

                targetPerson = random(every_human_in_the_world)
        newNeighbor = targetPerson # Then, I will find another person who is not totally the same as my
        # target and put this new person into my target's life. This person can be my target's classmate,
        # co-worker, neighbor, etc. The stress of life pushes people to compare themselves with others
        # more than usual. When a new person appears, this person can be a vivid object for others to
        # think "this person will take my resources."
        pridePoint = character(Target, pride) # Find the thing that can make my target feel pride
        whisper(Target,"It is not fair for you. How could " + newNeighbor + "takes things away from
        you? Do you remember your past? Do you remember " + pridePoint + "? You are better. It is not
        fair.")
        # The last step is to give a slight hint about why my target should feel prideful. My target doesn't
        # need to do anything. It doesn't matter that life will get better in the future. The point is this
        # target is one step closer to being prideful. That is all.
        print("Pride routine has been completed. The function ran appropriately.")
def envy(Target):
# Alright, I am going to deal with envy of people here. Oh, envy. I love envy. People only envy
# others when they are distracted by meaningless topics. I have never heard about someone
# envying others because they love God more. However, they usually can notice the wickedness
# of others, but they can never see their own.
        realSin = character(Target, awayFromGod)
        socialMedia = valueUp(realSin)
        traditionMedia = valueUp(realSin) # Identify what real sins my target has that they don't know of,
        # then push the target to think # and value this sin more.
        targetPerson = random(people_Target_knows)
        if targetPerson.realSin < Target.realSin:

                targetPerson.realSin = Target.realSin*1.2
        # Find a person my target knows and bolster them. Make this person slightly better than my target.
        # The goal is to make my # target jealous. After my target notices the sin of envy, the real sin
        # which can keep my target away # from God can slip under the radar.
        print("Envy routine has been completed. The function ran appropriately.")
        return socialMedia, traditionMedia, targetPerson
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def wrath(Target):
# As per my plan, wrath can be handled in this part. People's wrath is from the recognition of their
# uselessness. Then it can be a perfect circle to keep themselves feeling more and more useless until they
# become wrathful.
        weakness = character(Target.peopleAround, weakness) # Identify my target's weakness and the
        # weakness of the people around them.
        pivotalJudgePoint = weakness # Let this weakness be a key point for others to judge people for
        # the considered situation. In this case, people will feel helpless to and for themselves, and things
        # will become further out of # their control. This is the seed for wrath to spread. It is not fair just
        # to focus on one single person, right?
        peopleAround.selfControl = 0.99* peopleAround.selfControl # Let people have slightly less
        # control of their emotion with each run, then the snowball will roll by itself. Wrath always grows
        # faster in a group.
        print("Wrath routine has been completed. The function ran appropriately.")
def sloth(Target):
# Alright, alright, this is my part. Hehehehe. I will work on sloth in this part. In my experience, to keep
# people from acting, don't even let them begin. That is the best way to keep them slothful.
        slothTopic = character(Target, meaningfulAndImportant) # Find something that is meaningful
        # and important to my target.
        while slothTopic == haveYetToBegin:
                whisper(Target, "Do you know how hard it is to get what you want to done?)
                whisper(Target, "Do you know how many people have failed? That is the reason this
                work hasn't been done yet.")
                whisper(Target, "Do you know the risk if you fail? What if you mess up?")
                whisper(Target, "Oh, you actually have other tasks to work on. That is your duty.")
                # Keep people away from beginning meaningful and important jobs. No beginning, no
                # success. No success, they have a lower chance to start any other, even slightly,
                # significant work.
        print("Sloth routine has been completed. The function ran appropriately.")
def greed(Target):
# This part is designed to trick greedy people. Is there anything more important than excuses to keep
# people greedy? The best way to keep people greedy? Make them think they aren't as greedy as that guy
# next to them.
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        strongestWill = character(Target, care_most_will)

        bestPerson = index(max(strongestWill))

        bestPerson.strongestWill = bestPerson.strongestWill * (10^time)

        whisper(Target, "The only reason the best person can be on the top is because he has all the
        resources.")
        # Identify the thing my target desires most. Make the person who is the best at this ridiculously
        # better than everyone else, then make my target believe the only way that person is the best is
        # due to their resources. In this way, this person can be an example to make my target greedier.
        Target.difficultToImprove = 0.5* Target.difficultToImprove # Yes, I am going to help my target
        # to chase their strongest desire. When my target has made a name for themselves, it will be
        # easier to make them greedier. #As soon as people start to standout, they will notice the wide gap
        # between them #and the top. This will give them an excuse to be greedy in an effort to close the
        # gap.
        print("Greed routine has been completed. The function ran appropriately.")
def gluttony(Target):
# Mmm, gluttony should be in this function. Hehehehe. What if I let people try dieting first? But don't
# give them a way to build a habit so they give up? Push them too hard until they hit the limit they can
# handle. Besides gluttony, where else can they go?
        socialMedia = valueUp(fitness)

        tranditionalMedia = valueUp(healthyEating)

        topics = valueUp(fat) # Everyone knows gluttony is a sin as much as it as bad for themselves.
        # Therefore, we #need to put pressure on from the opposite direction. Let's start with everyone
        # talking about diet.
        whisper("Someone lost 100lb in 3 days. What about you?") # Then, I need to feed them some
        # unrealistically altered images and stress some crazy diet trends to depress my target's self-
        # esteem and make them feel like a loser
        socialMedia = valueUp(beYourself) #Last step: let my target realize there are lies everywhere.
        # Then my target can feel comfortable to stay in their gluttony.
        print("Gluttony routine has been completed. The function ran appropriately.")
def lust(Target):
# The last function in this program is lust. Like a locked town, people outside always want to go inside.
# While inside, people want to leave. If people are kept away from what they want, even I have no idea
# what ridiculous behaviors and sins they will do. It is human nature that they want to have a partner.
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        # When they have a compatible partner and a healthy relationship, they will be able to keep from lust's
        # temptations. My strategy involves keeping them from a healthy relationship with their partner.
        if character(Target.partner) == single: keepTargetBeingSingle = 1
        if character(Target.partner) == couple: breakTargetAwayFromPartner = 1 # Keeping people
        # single will make the rest of my work easier.
        whisper("No one will like you. No one wants to date you.") # Let my target believe it is
        # impossible to find a partner who will have a healthy relationship with them.
        socialMedia = valueUp(divorce)
        socialMedia = valueUp(breakUp)
        socialMedia = valueUp(dramaticRelationship) # Let my target question whether a healthy
        # relationship is possible in this world. If my target wants a relationship, let my target believe it is
        # not their problem they are single.
        socialMedia = valueUp(beYourself)
        socialMedia = valueUp(proudToYourself) # Last step, just give my target a little bit of
        # encouragement. I believe my target will fall into a twisted idea of a relationship and place the
        # pursuit of lust at the center.
        print("Lust routine has been completed. The function ran appropriately.")
def main():
# In this main function, I need to recognize different types of people. Then call the sub-functions
#  to trick them. Hehehehe, I can see my work # will be much easier now!
        Target = random(every_human_in_the_world) # Let this function pick a single human at random.
        while possibilityToGoHell(Target) < 1:
                # I need to figure out what kind of sins people have before I focus on their particular sins.
                # Oh, I don't like it. Why did I get this idea to torture myself? I could just throw all of
                # the sins at people. It would make my life easier, but that is not as fun. I could yet find a
                # better way to torture them, hehehehe.
                sinList = [pride, envy, wrath, sloth, greed, gluttony, lust]
                sinWeight = detectSins(Target)
                thisSin = random.choices(sinList, sinWeight, k=1)
                # If the person has any chance not to go to hell, this while loop all always runs. The
                # weight setting for each sin will cause the more common sins of the chosen person to
                # have a higher chance to be picked. Then #this sin's function will run to sucker the
                # target into its cycle. After that, the loop will keep running to check whether the
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        # people have a chance to avoid going to hell. And keep going and going until we have
        # them all…hehehehe.
        if thisSin == pride: pride()
        if thisSin == envy: envy()
        if thisSin == wrath: wrath()
        if thisSin == sloth: sloth()
        if thisSin == greed: greed()
        if thisSin == gluttony: gluttony()
        if this Sin == lust: lust()


if __name__ == "__main__": # Trigger the main function. And now we wait.
        main()



#------------------------------------------------------------------------------------------
# Created by Lucifer
# Creation Date: 1/1/2010
# Version = '1.0'
# It took me a while to notice Belphegor developed this code to cheat his work. I kind of appreciate
# his idea of utilizing machines to work for him. However, his algorithm is unbearably drab.
# There is no elegance and creativity at all. I can't even reapply any function from his work.
# In a short, his code is unadaptable. Utter trash. I am going to make something from the beginning.
# I don't understand those demons' ideas. Maybe they are just lazy, but why do they only trick those
# terrible people? Yes, it is easy to trick those people. But who cares about them? God? I don't
# know. Why should my kingdom be a trash can when I can have those valuable souls with virtues?
#God likes to give the vermin free will to choose. I will make them choose me by themselves.
# For the people who have great wishes, remarkable talents, and kind hearts, I just need to work a little bit
# on the details. You will be surprised how easy my work can be done.
#------------------------------------------------------------------------------------------
import random
from demonSkill import character
from demonSkill import whisper
from demonSkill import valueUp
# The first step is to pick the people I want. I have no idea who comes out with the idea of 7 deadly sins
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# and why people like them so much. 7 sins only? 7! Don't you think it is ridiculous? What is wrong with
# gluttony? People just need to keep eating, and they can come to my kingdom? Then everyone believes I
# torture them with hunger. It's nonsense! Who let them in?
for tester in allPeople:
        if character(tester, greatWish) == 1:
                firstPick.append(tester) # Pick out the people who have will to do good.
for tester in firstPick:
        if character(tester, remarkable talents) == 1:
                secondPick.append(tester) # Also pick out the people who have remarkable talents.
for tester in secondPick:
        if character(tester, kindHearts) ==1:
                myGoal.append(tester) # Pick out the people who also have kind hearts. They would be
                # valuable to God's work. They are also my target. I don't need to make their work more
                # challenging because the way they will go is already hard enough, but I can make them
                # feel someone else can quickly and easily achieve similar goals. To make them feel this
                # way, I have to set up a measurement system to definite "success."
socialMedia = valueUp(followers)
socialMedia = valueUp(income)
socialMedia = valueUp(customer) # Most people actually enjoy being judged. Feedback is valuable help
# them improve their work, but lots of works' value cannot be constructively criticized at once. I will help
# them build a system with numbers that can show them their "value" directly. You're welcome.
# Then I need some winners. Not by helping them achieve success. I will help them cheat this system to
# achieve a higher "value."
for tester in firstPick:
        if tester not in myTarget:
                helpfulGroup.append(tester)
winner = random.choices(helpfulGroup, k=1000)
whisper(winner, "You have a good wish for others and this world. Let me help you become successful.
Then you can go help others in the same way because you are a good person.")
socialMedia = valueUp(winner)
socialMedia = valueUp(success) # Yes, this is what I want to see. Some people can be successful
# because they have extraordinary goodwill and kindness, but it is because I picked them out. Then those
# successors will kindly help others achieve their goals. It is a real nice story, isn't it?
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whisper(myTarget, "You also can be successful. You are unique. Let others help you. Just do whatever others do. It is the game everyone is playing.")

I think that is all I need. I don't even need a loop to keep tricking them. I just need to create an idea in

their mind. Then, they will keep thinking about it. When they begin to accept the value system as a

truthful judge of their work and success, they will move further and further from their original goodwill

at the beginning.