# Exercises: Functional Programming

This document defines the **exercise assignments** for the ["CSharp Advanced" course @ Software University](https://softuni.bg/trainings/1633/csharp-advanced-may-2017). Please submit your solutions (source code) of all below described problems in [Judge](https://judge.softuni.bg/Contests/199/Functional-Programming-Exercises).

## Action Print

Write a program that reads a collection of strings from the console and then prints them onto the console. Each name should be printed on a new line. Use **Action<T>**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Pesho Gosho Adasha | Pesho  Gosho  Adasha |

## Knights of Honor

Write a program that reads a collection of names as strings from the console then appends “Sir” in front of every name and prints it back onto the console. Use **Action<T>**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Pesho Gosho Adasha StanleyRoyce | Sir Pesho  Sir Gosho  Sir Adasha  Sir StanleyRoyce |

## Custom Min Function

Write a simple program that reads from the console a set of numbers and prints back onto the console the smallest number from the collection. Use **Func<T, T>**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1 4 3 2 1 7 13 | 1 |

## Find Evens or Odds

You are given a lower and an upper bound for a range of integer numbers. Then a command specifies if you need to list all even or odd numbers in the given range. Use **Predicate<T>**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1 10  odd | 1 3 5 7 9 |
| 20 30  even | 20 22 24 26 28 30 |

## Applied Arithmetics

Write a program that executes some mathematical operations on a given collection. On the **first line** you are given **a list of numbers**. On the **next lines** you are passed **different commands** that you need to **apply to all numbers** in the list: "add" -> add 1 to each number; "multiply" -> multiply each number by 2; "subtract" -> subtract 1 from each number; “print” -> print the collection. The input will end with and "**end**" command. Use functions.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1 2 3 4 5  add  add  print  end | 3 4 5 6 7 |
| 5 10  multiply  subtract  print  end | 9 19 |

## Reverse and exclude

Write a program that reverses a collection and removes elements that are divisible by a given integer **n**. Use predicates/functions.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1 2 3 4 5 6  2 | 5 3 1 |
| 20 10 40 30 60 50  3 | 50 40 10 20 |

## Predicate for names

Write a program that filters a list of names according to their length. On the first line you will be given integer **n** representing name length. On the second line you will be given some names as strings separated by space. Write a function that prints only the names whose length is **less than or equal** to **n**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 4  Kurnelia Qnaki Geo Muk Ivan | Geo  Muk  Ivan |
| 4  Karaman Asen Kiril Yordan | Asen |

## Custom Comparator

Write a custom comparator that sorts all even numbers before all odd ones in ascending order. Pass it to an Array.Sort() function and print the result. Use functions.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1 2 3 4 5 6 | 2 4 6 1 3 5 |
| -3 2 | 2 -3 |

## List of Predicates

Find all numbers in the range 1...N that are divisible by the numbers of a given sequence. On the first line you will be given an integer **N** – which is the end of the range. On the second line you will be given a sequence of integers which are the dividers. Use predicates/functions.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 10  1 1 1 2 | 2 4 6 8 10 |
| 100  2 5 10 20 | 20 40 60 80 100 |

## Predicate Party!

Ivancho’s parents are on a vacation for the holidays and he is planning an epic party at home. Unfortunately, his organizational skills are next to non-existent so you are given the task to help him with the reservations.

On the **first line** you get a **list with all the people** that are coming. On the **next lines**, until you get the **"Party!" command**, you may be asked to **double** or **remove** **all the people** that apply to given **criteria**. There are **three different** **criteria**: 1. everyone that has his **name** **starting** with a **given string**; 2. everyone that has a **name** **ending** with a **given string**; 3. everyone that has a **name** with a **given length**.

Finally **print all the guests** who are going to the party **separated by** “,” and then **add the ending** “are going to the party!”. If there are **no guests** going to the party print “Nobody is going to the party!”. See the examples below:

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Pesho Misho Stefan  Remove StartsWith P  Double Length 5  Party! | Misho, Misho, Stefan are going to the party! |
| Pesho  Double StartsWith Pesh  Double EndsWith esho  Party! | Pesho, Pesho, Pesho, Pesho are going to the party! |
| Pesho  Remove StartsWith P  Party! | Nobody is going to the party! |

## Party Reservation Filter Module

You need to implement a filtering module to a party reservation software. First, to the Party Reservation Filter Module (PRFM for short) is **passed a list** with invitations. Next the PRFM receives a **sequence of commands** that specify whether you need to add or remove a given filter.

Each PRFM command is in the given format **{command;filter type;filter parameter}**

You can receive the following PRFM commands: "**Add filter**", "**Remove filter**" or "**Print**". The possible PRFM filter types are: "**Starts with**", "**Ends with**", "**Length**" and "**Contains**". All PRFM filter parameters will be a string (or an integer only for the “**Length”** filter).

The input will **end** with a "**Print**" command after which you should print all the party-goers that are left after the filtration. See the examples below:

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Pesho Misho Slav  Add filter;Starts with;P  Add filter;Starts with;M  Print | Slav |
| Pesho Misho Jica  Add filter;Starts with;P  Add filter;Starts with;M  Remove filter;Starts with;M  Print | Misho Jica |

## Inferno III

Your game studio’s next triple A big-budget-killer app is the Hack and Slash Action RPG Inferno III. The main purpose of the game is well, to hack and slash things. But the secondary purpose is to craft items and recently the main fan base has started complaining that once you craft an item you can’t change it. So your next job is to implement a feature for one time reforging an item.

On the **first line** you are given a **sequence of numbers**. Each number is a gems and the **value** represents its **power**. On the next lines, until you receive the "**Forge**" command, you will be receiving commands in the following format: **{command;filter type;filter parameter}**

**Commands** can be: "**Exclude**", "**Reverse**" or "**Forge**". The possible filter types are: "**Sum Left**", "**Sum Right**" and "**Sum Left** **Right**". All filter **parameters** will be **an integer**.

"**Exclude**" marks a gem for **exclusion** from the set if it meets a **given condition**. "**Reverse**" **deletes** a previous **exclusion**.

"**Sum Left**" tests if a gems **power** **added** to the gem standing to **its** **left** gives a **certain value**. "**Sum Right**" is the same but looks to a gems **right peer**. "**Sum Left Right**" sums the gems power with **both** its **left** and **right** neighbors. If a gem has **no neighbor** to its right or to its left (first or last element), then simply **add 0** to the gem.

Note that **changes** to the sequence **are applied** only **after forging**. This means that the gems are fixed at their positions and **every function** occurs on the **original set**, so every gems power is considered, no matter if it is marked to be excluded or not. To better understand the problem, see the examples below:

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| 1 2 3 4 5  Exclude;Sum Left;1  Exclude;Sum Left Right;9  Forge | 2 4 | 1. Marks for exclusion all gems for which the sum with neighbors to their left equals 1, e.g. 0 + **1** = 1  2. Marks for exclusion all gems for which the sum with neighbors to their left and their right equals 9, e.g.  2 + **3** + 4 = 9  4 + **5** + 0 = 9 |
| 1 2 3 4 5  Exclude;Sum Left;1  Reverse;Sum Left;1  Forge | 1 2 3 4 5 | 1. Marks for exclusion all gems for which the sum with their gem peers to the left equals 1, e.g. 0 + 1 = 1  2. Reverses the previous exclusion. |

## TriFunction

Write a program that traverses a collection of names and returns the **first name** whose sum of characters is **equal** to or **larger** than a given number **N,** which will be given on the first line. Use a function that **accepts another function** as one of its parameters. Start off by building a regular function to hold the basic logic of the program. Something along the lines of **Func<string, int, bool>**. Afterwards create your main function which should accept the first function as one of its parameters.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 800  Qvor Qnaki Petromir Sadam | Petromir |