

# Практически изпит - 04.09.2017

Практически упражнения към курса "[Programming Fundamentals](#)" за ученици.

Тествайте задачата в judge: <https://judge.softuni.bg/Contests/2673>

## Problem 1. Resurrection

You ever heard of Phoenixes? Magical Fire Birds that are practically immortal – they reincarnate from an egg when they die. Naturally, it takes time for them to reincarnate. You will play the role of a scientist who calculates the time to reincarnate for each phoenix, based on its body parameters.

You will receive **N**, an **integer** – the **amount** of **phoenixes**.

For each **phoenix**, you will receive **3 input lines**:

- On the **first input line** you will receive an **integer** – the **total length** of the **body** of the phoenix.
- On the **second input line** you will receive a **floating-point number** – the **total width** of the **body** of the phoenix.
- On the **third input line** you will receive an **integer** – the **length** of **1 wing** of the phoenix.

For each phoenix, you must **print** the **years** it will take for it to **reincarnate**, which is **calculated** by the following formula:

The **totalLength** powered by 2, multiplied by the sum of the **totalWidth** and the **totalWingLength** ( $2 * \text{wingLength}$ ).

$$\text{totalYears} = \{\text{totalLength}\} ^ 2 * (\{\text{totalWidth}\} + 2 * \{\text{wingLength}\})$$

## Input

- On the **first input line** you will receive **N**, an **integer** – the **amount** of **phoenixes**.
- On the **next N \* 3 input lines** you will be receiving **data** for **each phoenix**.

## Output

- As output, you must print the **total years needed for reincarnation** for each phoenix.
- Print each phoenix's years **when you've calculated** them.
- Print each phoenix's years **on a new line**.

## Constrains

- The **amount** of **phoenixes** will be an **integer** in range **[0, 1000]**.
- The **total length** of the **body** of the **phoenix** will be an **integer** in range  **$[-2^{31}, 2^{31}]$** .
- The **total width** of the **body** of the **phoenix** will be a **floating-point number** in range  **$[-2^{31}, 2^{31}]$** .
- The **total width** of the **body** of the **phoenix** will have up to **20 digits** after the **decimal point**.
- The **total length** of the **wing** of the **phoenix** will be an **integer** in range  **$[-2^{31}, 2^{31} - 1]$** .
- The **total years** is a **product** of **integers** and **floating-point numbers**, thus it is a **floating-point number**.
- The **total years** should have the **same accuracy** as the **total width**.
- Allowed working time / memory: **100ms / 16MB**.

## Examples

Input	Output	Comments
2 100 50	1100000 1012500	2 phoenixes: P1:

30 150 25 10		Body length: 100 Body width: 50 Length of 1 wing: 30 Total years: $100^2 * (50 + 2 * 30) = 1100000$ <b>P2:</b> Body length: 150 Body width: 25 Length of 1 wing: 10 Total years: $150^2 * (25 + 2 * 10) = 1012500$
2 100 50.243 31 154 23.132 11	1122430.000 1070350.512	<b>2 phoenixes:</b> <b>P1:</b> Body length: 100 Body width: 50.243 Length of 1 wing: 31 Total years: $100^2 * (50.243 + 2 * 31) = 1122430.000$ <b>P2:</b> Body length: 154 Body width: 23.132 Length of 1 wing: 11 Total years: $154^2 * (23.132 + 2 * 11) = 1070350.512$

## Problem 2. Icarus

Icarus is the majestic phoenix who has been alive from the beginning of creation. Icarus travels through different planes. When Icarus travels through a plane, he damages Reality itself with his overwhelming, beyond godlike flames.

You will receive a **sequence** of **integers** – the **plane**. After that you will receive **1 integer** – an **index** in that **sequence**, which is Icarus's **starting position**. Icarus's **INITIAL DAMAGE** is **1**.

You will then begin **receiving commands** in the following format: “**{direction} {steps}**”. The direction will be either “**left**” or “**right**”, and the **steps** will be an **integer**. Depending on the direction, Icarus must **step** through the sequence of **integers to the left** or **right**. Each time he **steps** on a **NEW position**, he **damages** it. In other words, he **SUBTRACTS** his **current damage** from the **integer** at **that position**. Walking left and right has its conditions though:

- If Icarus **passes beyond** the **start** of the **sequence** (**index: -1**) while going **left**, he must go at the **end** of the **sequence** (**index: length - 1**).
- If Icarus **passes beyond** the **end** of the **sequence** (**index: length - 1**) while going **right**, he must go at the **start** of the **sequence** (**index: 0**).

If **1** of the **2 cases stated above** happens, Icarus **increments** his **damage** by **1**.

The input ends when you receive the command “**Supernova**”. When that happens you must print what is **left** of the **sequence**.

## Input

- On the **first input line** you will get the **sequence of integers**, separated by spaces.
- On the **second input line** you will get Icarus's **starting position**.

- On the **next several input lines** you will get the **commands**.

## Output

- As output you must print a **single line** containing the **remaining elements** of the **sequence**, **separated by spaces**.

## Constrains

- The **integers** in the **sequence** will be in **range [0, 1000]**.
- The **initial position** of Icarus will **always** be **valid** and **inside** the **sequence's indexes**.
- The **direction** will always be either "**left**" or "**right**".
- The **steps** will be in **range [0, 1000]**.
- There will be **NO invalid** input lines.
- Allowed working time / memory: **100ms / 16MB**.

## Examples

Input	Output	Comments
50 50 25 50 50 3 left 2 right 2 left 2 right 2 Supernova	50 48 21 48 50	Initial index: 3 Initial state: 50 50 25 50 50 Go left 2 steps: 50 50 24 50 50 50 49 24 50 50 Go right 2 steps: 50 49 23 50 50 50 49 23 49 50 Go left 2 steps: 50 49 22 49 50 50 48 22 49 50 Go right 2 steps: 50 48 21 49 50 50 48 21 48 50 Final state: 50 48 21 48 50
5 3 5 5 5 2 left 5 left 5 Supernova	2 0 0 0 0	Initial index: 2 Initial state: 5 3 5 5 5 Go left 5 steps: 5 2 5 5 5 4 2 5 5 5 4 2 5 5 3 4 2 5 3 3 4 2 3 3 3 Go left 5 steps: 4 0 3 3 3

		2 0 3 3 3
		2 0 3 3 0
		2 0 3 0 0
		2 0 0 0 0
		Final state:
		2 0 0 0 0

### Problem 3. Phoenix Grid

The Phoenix Grid is an ancient artifact created by the Linguistics miracle – Mozilla, The “Fire Bird”. It is used to translate Phoenix language. You are the newest scientist, researching the Grid and as the research team was almost out of hope, you came up with the genius idea to use Regular Expressions! You saved the day! You are a Hero!

You will begin **receiving encoded messages**. You must **CHECK** each **one** of **them** and if it's a **VALID**.

A **valid encoded message** consists of **one phrase** or **more phrases**, separated by **DOTS** ('.').

- A **phrase** consists of exactly **3 characters**.
- A **phrase CANNOT** contain **whitespace** characters or the **'\_'** (**underscore**) character.

**Valid** messages: **“asd.dsa”, “123.312”, “3@a.231”, “111”, “@sd”, “132.31\$.ddd”** ...

**Invalid** messages: **“123asd.dsa”, “\_@a. sd”, “a.s.d”** ...

When you have found a valid message, you must **check** if it is a **PALINDROME** – if it reads the same backward as forward.

**Palindrome** messages: **“asd.dsa”, “123.321”, “cat.php.tac”** ...

If the **message** is **VALID** and is a **PALINDROME** print **“YES”**. In any other case, print **“NO”**.

The input ends when you receive the command **“ReadMe”**.

### Input

- As input you will receive several input lines containing encoded messages.

### Output

- As output you must print **for each message “YES”** or **“NO”** if its **valid** or **not**.

### Constraints

- The input lines may contain **any ASCII character**.
- There will be no more than **1000 input lines**.
- Allowed working time / memory: **100ms / 16MB**.

### Examples

Input	Output
asd	NO
asd.asd	NO
asd.dsa	YES
123.323.321	YES

_ds._sad.sds	NO
jss.csh.php.hsc.ssj	YES
ReadMe	
asa	YES
igi.igi	YES
____.____	NO
.	NO
sds.dsd.sds.dsd.sds.dsd.sds	YES
xha.ahx	YES
ReadMe	

## Problem 4. CODE: Phoenix Oscar Romeo November

The fire creatures are assembling in squads to fight The Evil Phoenix God. You have been tasked to determine which squad is the strongest, so it will be sent as The Vanguard.

You will begin receiving input lines containing information about fire creatures in the following format:

**{creature} -> {squadMate}**

The **creature** and the **squadMate** are **strings**. You should store every **creature**, and his **squad mates**. If the **creature** already **exists**, you should **add** the **new squad mate** to it.

- If there is **already** a **squad mate** with the **given name** in the **given creature's squad**, **IGNORE** that **line of input**.
- If the **given squad mate name** is the **same** as the **given creature**, **IGNORE** that **line of input**.

The **input sequence ends** when you receive the command **"Blaze it!"**.

When that happens you must **print** the **creatures ordered** in **descending** order by **count of squad mates**. Sounds simple right? But there is one little **DETAIL**.

If a particular **creature** has a **squadMate**, and that **squadMate** has that **creature** in his **squadMates**, you **should NOT** consider them as **part** of the **count of squad mates**.

**Example:**

Creature 1: **Mozilla** -> {Tony, Dony, Mony}

Creature 2: **Tony** -> {Mozilla, Franzilla, Godzilla}

**Mozilla** has **2 squad mates** in total, because **Tony** also has **Mozilla** in his **squad mates**.

**Tony** has **2 squad mates** in total, because **Mozilla** also has **Tony** in his **squad mates**.

## Input

- As input you will receive several input lines containing information about the fire creatures.
- The input sequence ends when you receive the command **"Blaze it!"**.

## Output

- As output you must print each of the creatures the following information:
  - **{creature} : {countOfSquadMates}**
- As it was stated above, mind the **count of squad mates**. If **2 creatures** have themselves in their **squad mates**, they should **NOT** be **counted**.

## Constraints

- The **creature** and the **squadMate** will be **strings** which may contain **any ASCII character**.
- There will be **NO invalid** input lines.
- Allowed time / memory: **100ms / 16MB**.

## Examples

Input	Output
Mozilla -> Tony Tony -> Godzilla Mozilla -> Dony Tony -> Franzilla Mozilla -> Mony Tony -> Mozilla Blaze it!	Mozilla : 2 Tony : 2
FireBird -> FireMane Phoenix -> FireVoid FireVoid -> FireMane FireSnow -> FireMane Phoenix -> FireBird FireMane -> FireBird FireMane -> FireVoid Phoenix -> FireSnow FireMane -> FireSnow FireMane -> FireMane Phoenix -> FireMane Phoenix -> FireVoid Blaze it!	Phoenix : 4 FireBird : 0 FireVoid : 0 FireSnow : 0 FireMane : 0

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