ACSL

American Computer Science League

2015 - 2016 **Contest #2**

ACSL STRINGS
JUNIOR DIVISION

PROBLEM: Every computer language has different string functions and many have a different method of finding a substring. For this program you will be asked to code the algorithm that replicates the string function SUBSTR (string, start, length) as defined below:

Parameter	Description
string	Specifies the string on which the function is to be applied
start	• A non-negative number - Start at a specified position in the string • A negative number - Start at a specified position from the end of the string • Note the first character on the left is in position 0
length	• A positive number - The number of characters to be returned from the start parameter • A negative number - The number of characters to be omitted from the end of the string • 0 – Returns all the characters from the start parameter to the end of the string

INPUT: There will be 6 lines of input (there are 9 shown here for extra examples). The first line will be a character string of fewer than 100 characters. The remaining lines will each have 2 integers representing the start and length values of the function parameters.

OUTPUT: For each set of parameter values, print the substring produced. We guarantee that the first and/or last outputted character will not be a space. We also guarantee that each substring will be valid.

SAMPLE INPUT

1. Hello world!
2. 0, 10
3. 1, 8
4. 0, 5
5. 6, 6
6. 0, -1
7. -10, -2
8. 0, -5
9. -4, 0

SAMPLE OUTPUT

1. Hello worl
2. ello wor
3. Hello
4. world!
5. Hello world
6. llo worl
7. Hello w
8. rld!

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TEST DATA

TEST INPUT	TEST OUTPUT
1. ALL-STAR CONTEST 2016	1. ALL-STAR C
2. 0, 10	2. -STAR CO
3. 3, 8	3. EST 2016
4. -8, 0	4. AR CONTES
5. 6, -6	5. CONT
6. -12, -8	