# Exercises: Functional Programming

This document defines the exercises for ["Java Advanced" course @ Software University](https://softuni.bg/trainings/1377/advanced-java-may-2016). Please submit your solutions (source code) of all below described problems in [Judge](https://judge.softuni.bg/).

## Consumer 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 **Consumer<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 **Consumer<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 a simple Function<Integer[], Integer> that finds the smallest of the numbers.

### 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 predicates that need to be passed to a method.

### Examples

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

## Applied Arithmetics

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; "multiply" -> multiply by 2; "subtract" -> subtract 1; "print" -> prints all numbers on a line. The input will end with an "end" command, after which you need to print the result.

### 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**.

### 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 predicate. Its goal is to check a name for its length and produces as result true if the names length is less or equal to the passed integer. You will be given a string array with some names. Print these names which are passing the condition statement in the predicate.

### Examples

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

## Find the smallest element

Write a program which is using custom function (written by you :)) to find the smallest integer in a sequence of integers. The input could have more than one space. Your task is to collect it from the console and find the smallest one, and print the **index** of the rightmost element that meets the requirements in the sequence **(starting from 0)**.

**Hint**: use **Function<List<Integer>, Integer>** or something similar.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1 2 3 0 4 5 6 | 3 |
| 123 10 11 3 | 3 |

## Custom Comparator

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

### 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. Use predicates.

### 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!

The wire’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 options: 1. Everyone that has a 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.

If nobody is going, 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! |

## \*The Party Reservation Filter Module

You are a young and talented developer. The first task you need to do is to implement a filtering module to a party reservation software. First, The Party Reservation Filter Module (TPRF Module for short) is passed a list with invitations. Next the TPRF receives a sequence of commands that specify if you need to add or remove a given filter.

TPRF Commands are in the given format **{command;filter type;filter parameter}**

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

The input will end with a "Print" command. 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 the gems already inserted in the form of numbers, representing their power. On the next lines, until you receive the "Forge" command, you can receive 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 summed with the gem standing to its right 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 neighbours.

Note that changes on to the item are made 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 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**. Use a function that accepts another function as one of its parameters. Start off by writing your custom Function. It should get three parameters and returns a single one, something along the lines:

**TriFunction**<*Integer*, **BiFunction**<*String*, *Integer*, *Boolean*>, ArrayList<*String*>, *String*> triFunction = (number, biFunction, collection) -> {..}

Afterwards create your main function which should accept the first function as one of its parameters.

**Hint: Search for FunctionalInterface** **annotation**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 666  Pesho Gosho Ivo Acho Peti Mara Muk Chochko Stefan | Chochko |
| 666  Kolio Kostadin Ivaylo | Kostadin |
| 800  Qvor Qnaki Petromir Sadam | Petromir |

## \*\*The biggest/smallest integer

Write a program which is finds the biggest or the smallest element in an integer sequence. You will be given an integer array. Your task is to create three different functions which are:

* + - 1. Finds the last biggest element in the sequence
      2. Finds the last smallest element in a sequences
      3. Collects as parameters the above two functions and produces as a result the element found.

Print the resulting index.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1 2 3 4  minEven | 2 |
| 1 2 3 4  maxEven | 4 |
| 1 2 3 4  minOdd | 1 |
| 2 2 2 3 4  minOdd | 3 |