July'25 Programming Contest for Absolute Beginner by Shohoj Coding

Solution

1. Difference for Beginners

Code:

```
#include <bits/stdc++.h>
using namespace std;
#define nl endl

int main()
{
   ios_base::sync_with_stdio(false);
   cin.tie(nullptr);

   int x, y, z;
   cin >> x >> y >> z;
   cout << "DIFFERENCE = " << (x + z) - y << nl;
   return 0;
}</pre>
```

2. Who Assigned Me?

```
#include <bits/stdc++.h>
using namespace std;
#define nl endl

int main()
{
   ios_base::sync_with_stdio(false);
   cin.tie(nullptr);
```

```
int n;
cin >> n;
int ar[n + 1];
for (int i = 1; i <= n; i++)
{
    int a;
    cin >> a;
    ar[a] = i;
}
for (int i = 1; i <= n; i++)
{
    cout << ar[i] << '';
}
cout << nl;
return 0;
}</pre>
```

3. Maximize Lucky Score

```
#include <bits/stdc++.h>
using namespace std;
#define nl endl

int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(nullptr);

    int n;
    cin >> n;

    if (n == 0)
        cout << -1 << nl;
    else
        cout << string(n, '7') << nl;
    return 0;
}</pre>
```

4. Grade Checker 1

```
#include <bits/stdc++.h>
using namespace std;
int main()
  ios base::sync with stdio(false);
  cin.tie(nullptr);
  double score;
  cin >> score;
  if (score \geq 90.00 && score \leq 100.00)
     cout << "Excellent" << endl;</pre>
  else if (score >= 75.00 && score <= 89.99)
     cout << "Good" << endl;
  else if (score >= 50.00 && score <= 74.99)
     cout << "Average" << endl;</pre>
  else if (score \geq 0.00 \&\& score \leq 49.99)
     cout << "Poor" << endl;</pre>
  else
     cout << "Invalid score" << endl;</pre>
  return 0;
```

5. Contest Rewards

Code:

```
#include <bits/stdc++.h>
using namespace std;
#define nl endl

int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(nullptr);

    int a, b, x, y;
    cin >> a >> b >> x >> y;
    cout << (a * x) + (b * y) << nl;

    return 0;
}</pre>
```

6. Secret Message Match

```
    else if (a[i] != b[i])
    {
        mini++;
        maxi++;
    }
    cout << mini << " " << maxi << \n';
}
    return 0;
}
</pre>
```

7. Code Cracker 3