

# C++ Fundamentals: Exam 2

The following tasks should be submitted to the SoftUni Judge system, which will be open starting **Sunday, 3 February 2019, 09:00** (in the morning) and will close on **Sunday, 3 February 2019, 15:00**.

For this exam, the code for each task should be a single C++ file, the contents of which you copy-paste into the Judge system.

Please be mindful of the strict input and output requirements for each task, as the tasks are evaluated automatically and not following the requirements strictly may result in your program's output being evaluated as incorrect, even if the program's logic is mostly correct.

You can use C++03 and C++11 features in your code.

Unless explicitly stated, any integer input fits into **int** and any floating-point input can be stored in **double**. On the Judge system, a C++ **int** is a **32-bit** signed integer and a C++ **double** is a **64-bit** IEEE754 floating point number.

NOTE: the tasks here are NOT ordered by difficulty level.

# Task 1 - Min and Max Temperature

Write a program for a weather channel. The channel needs to know how many towns we have, and the **Minimum** and **Maximum RECORD** temperature in the town.

**WARNING:** The outputs should be in alphabetical order !

For the current program you'll need a **STL Container**.

## Input

```
2 ( Number of DIFFERENT towns )
Sofia (Town 1)
-17 (Min temperature)
24 (Max temperature)
Sofia (Town 1)
-18 (Min temperature)
23 (Max temperature)
Plovdiv (Town 2)
-2 (Min temperature)
8 (Max temperature)
```

## Output

```
Plovdiv -2 8
Sofia -18 24
```

## Restrictions

In the first case Sofia the MIN temperature is -17, MAX temperature is 24.

In the second case the MIN temperature is -18, MAX temperature is 23.

**YOU CAN SEE THAT REMAINS THE RECORDED LOWEST OR BIGGEST ONE !**

## Example I/O

Example Input	Expected Output
2 Sofia -17 24 Sofia -18 23 Plovdiv -2 8	<b>Plovdiv -2 8</b> <b>Sofia -18 24</b>
3 Sofia -5 10 Plovdiv -3 12 Pleven -5 13	<b>Pleven -5 13</b> <b>Plovdiv -3 12</b> <b>Sofia -5 10</b>

