

Programming Fundamentals with Python: Exam Preparation

1. Bonus Scoring System

Submit your solutions to the SoftUni [Judge system](#).

Create a program that calculates **bonus points** for each **student** enrolled in a course. On the **first** line, you are going to receive **the number of students**. On the **second** line, you will receive **the total number of lectures** in the course. The course has **an additional bonus**, which you will receive **on the third line**. On the following lines, you will be receiving the **count of attendances for each student**.

The bonus is calculated with the following **formula**:

```
{total bonus} = {student attendances} / {course lectures} * (5 + {additional bonus})
```

Find the student with the **maximum bonus** and print them, along with **his attendance**, in the following format:

"**Max Bonus: {max bonus points}.**"

"**The student has attended {student attendances} lectures.**"

Round the bonus points at the end to **the nearest larger number**.

Input / Constraints

- On the **first line**, you are going to receive the **number of the students** – an integer in the range [0...50].
- On the **second line**, you will receive the **number of the lectures** – an integer number in the range [0...50].
- On the **third line**, you will receive **the additional bonus** – an integer number in the range [0....100].
- On the **following lines**, you will be receiving the **attendance of each student**.
- There will never be students with equal bonuses.

Output

- Print the **maximum bonus points** and the **attendances** of the given student, **rounded** to the nearest **larger** number, scored by a student in this course in the format described above.

Examples

Input	Output
5	Max Bonus: 34.
25	The student has attended 24 lectures.
30	
12	
19	
24	
16	
20	

Comments

First, we receive the **number of students** enrolled in the course – **5**. The total count of the lectures is **25**, and the additional bonus is **30**. Then we calculate the bonus of the student with 12 attendances, which is **16.8**. We continue calculating **each of the student's bonuses**. The one **with 24 attendances** has the **highest bonus – 33.6 (34 rounded)**, so we print the appropriate message on the console.

```
10  
30  
14  
8  
23  
27  
28  
15  
17  
25  
26  
5  
18
```

Max Bonus: 18.

The student has attended 28 lectures.

2. Mu Online

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You have **initial health 100** and **initial bitcoins 0**. You will be given a string representing the dungeon's rooms. Each room is separated with '|' (vertical bar): "room1|room2|room3..."

Each room contains a **command** and a **number**, separated by space. The command can be:

- "potion"
 - You are healed with the number in the second part. But your health **cannot exceed** your **initial health (100)**.
 - First print: "**You healed for {amount} hp.**"
 - After that, print your current health: "**Current health: {health} hp.**"
- "chest"
 - You've found some bitcoins, the number in the second part.
 - Print: "**You found {amount} bitcoins.**"
- In any other case, you are **facing a monster**, which you will **fight**. The **second part of the room** contains the **attack** of the monster. You should remove the monster's attack from your health.
 - If you are not dead ($health \leq 0$), you've slain the monster, and you should print: "**You slayed {monster}.**"

- If you've died, print "**You died! Killed by {monster}.**" and your quest is over. Print the best room you've managed to reach: "**Best room: {room}**"

If you managed to **go through all the rooms** in the dungeon, print on the **following three lines**:

"You've made it!"

"Bitcoins: {bitcoins}"

"Health: {health}"

Input / Constraints

You receive a **string** representing the dungeon's rooms, separated with '|' (vertical bar): "**room1|room2|room3...**".

Output

Print the corresponding messages described above.

Examples

Input	Output
rat 10 bat 20 potion 10 rat 10 chest 100 boss 70 chest 1000	You slayed rat. You slayed bat. You healed for 10 hp. Current health: 80 hp. You slayed rat. You found 100 bitcoins. You died! Killed by boss. Best room: 6
cat 10 potion 30 orc 10 chest 10 snake 25 chest 110	You slayed cat. You healed for 10 hp. Current health: 100 hp. You slayed orc. You found 10 bitcoins. You slayed snake. You found 110 bitcoins. You've made it! Bitcoins: 120 Health: 65

3. Man O War

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The pirates encounter a huge Man-O-War at sea.

Create a program that tracks the **battle** and either chooses a **winner** or prints a **stalemate**. On the **first line**, you will receive the **status** of the **pirate ship**, which is a **string** representing **integer sections** separated by "**>**". On the **second line**, you will receive the **same** type of status, but for the **warship**:

"{section₁}>{section₂}>{section₃}... {section_n}"

On the **third line**, you will receive the **maximum health capacity** a section of the ship can reach.

The following lines represent commands **until "Retire"**:

- **"Fire {index} {damage}"** - the pirate ship **attacks** the warship with the **given damage** at that section. Check if the **index is valid** and if not, **skip** the command. If the section **breaks** (health ≤ 0) the warship **sinks**, print the following and **stop** the program: "**You won! The enemy ship has sunken.**"
- **"Defend {startIndex} {endIndex} {damage}"** - the warship **attacks** the pirate ship with the **given damage** at that **range (indexes are inclusive)**. Check if both **indexes are valid** and if not, **skip** the command. If the section **breaks** (health ≤ 0) the pirate ship **sinks**, print the following and **stop** the program: "**You lost! The pirate ship has sunken.**"
- **"Repair {index} {health}"** - the crew **repairs** a section of the **pirate ship** with the **given health**. Check if the **index is valid** and if not, **skip** the command. The health of the section **cannot exceed the maximum health capacity**.
- **"Status"** - prints the **count** of all sections of the **pirate ship** that need repair soon, which are all sections that are **lower than 20%** of the **maximum health capacity**. Print the following:
"{count} sections need repair."

In the end, if a **stalemate** occurs, print the **status** of **both** ships, which is the **sum** of their individual sections, in the following format:

"Pirate ship status: {pirateShipSum}

Warship status: {warshipSum}"

Input

- On the **1st line**, you are going to receive the **status** of the **pirate ship** (**integers** separated by '**>**')
- On the **2nd line**, you are going to receive the **status** of the **warship**
- On the **3rd line**, you will receive the **maximum health** a section of a ship can reach.
- On the following **lines**, until "**Retire**", you will be receiving commands.

Output

- Print the output in the **format described above**.

Constraints

- The **section numbers** will be integers in the range **[1....1000]**
- The **indexes** will be integers **[-200....200]**
- The **damage** will be an integer in the range **[1....1000]**
- The **health** will be an integer in the range **[1....1000]**

Examples

Input	Output
12>13>11>20>66	2 sections need repair.
12>22>33>44>55>32>18	Pirate ship status: 135
70	Warship status: 205
Fire 2 11	
Fire 8 100	
Defend 3 6 11	
Defend 0 3 5	
Repair 1 33	
Status	
Retire	

Comments

First, we receive the command "**Fire 2 11**", and damage the warship at section index 2, which is currently 33, and after reduction, the status of the warship is the following:

12 22 22 44 55 32 18

The **second** and **third** commands have **invalid indexes**, so we skip them.

The **fourth** command, "**Defend 0 3 5**" damages **4 sections** of the pirate ship with **5**, which results in the following states:

7 8 6 15 66

The **fifth** command, "**Repair 1 33**" repairs the pirate ship section and adds **33 health** to the current **8**, which results in **41**

Only **2 sections** of the pirate ship (**7** and **6**) need repair soon.

In the end, there is a **stalemate**, so we print both ship statuses (**sum** of all sections).

Input	Output
2>3>4>5>2	3 sections need repair.
6>7>8>9>10>11	You lost! The pirate ship has sunken.
20	
Status	
Fire 2 3	
Defend 0 4 11	
Repair 3 18	

Retire