# More Exercise: Lists

You can check your solutions in [Judge.](https://judge.softuni.org/Contests/1308/)

## Messaging

You will be given a **list of numbers** and a **string**. For each element of the list, you have to **take the sum of its digits** and take the **element corresponding to that index from the text**. If the index is **greater than the length of the text**, start counting **from the beginning** (so that you always have a valid index). After getting the element from the text, you must **remove the character** you have taken from it (so for the next index, the text will be with one characterless).

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 9992 562 8933  This is some message for you | hey |
| 11 2 32 43 331 522 441 2241 711 1821  69da343n44ge96rous311! | dangerous! |

## Car Race

Write a program to calculate the **winner of a car race**. You will receive an **array of numbers**. Each **array element** represents the **time needed to pass through that step** (the index). There are going to be **two cars**. **One** of them **starts** from the **left side,** and the **other one starts from the right** **side**. **The middle index of the array is the finish line**. (The **number of elements** of the array **will always be odd**). Calculate **the total time for each racer to reach the finish** (the **middle of the array**) and **print the winner with his total time**. (The **racer with less time**). If you have a **zero in the array**, you must **reduce the racer's time that reached it by 20%** (**from the time so far**).

Print the result in the following format **"The winner is {left/right} with total time: {total time}", formatted** with **one digit** after the decimal point.

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comment** |
| 29 13 9 0 13 0 21 0 14 82 12 | The winner is left with total time: 53.8 | The time of the left racer is (29 + 13 + 9) \* 0.8 (because of the zero) + 13 = 53.8  The time of the right racer is (82 + 12 + 14) \* 0.8 + 21 = 107.4  The winner is the left racer, so we print it. |
| 26 46 31 43 1 23 44 | The winner is right with total time: 68.0 |  |

## Take/Skip Rope

Write a program that reads a **string** and **skips** through it, extracting a **hidden message**. The algorithm you have to implement is as follows:

Let's take the string **"**skipTest\_String044170**"** as an example.

Take every **digit** from the string and **store it** somewhere. After that, **remove** all the digits from the string. After this operation, you should have **two lists of items**: the **numbers list** and the **non-numbers list**:

* Numbers list: [0, 4, 4, 1, 7, 0]
* Non-numbers: [s, k, i, p, T, e, s, t, \_, S, t, r, i, n, g]

After that, take every digit in the **numbers list** and split it up into a **take list** and a **skip list**, depending on whether the digit is in an **even** or an **odd** index:

* Numbers list: [0, 4, 4, 1, 7, 0]
* Take list: [0, 4, 7]
* Skip list: [4, 1, 0]

Afterward, **iterate** over both of the lists and **skip** {skipCount} characters from the **non-numbers list**, then **take** {takeCount} characters and store it in a **result string**. Note that the skipped characters are **summed up** as they go. The process would look like this on the aforementioned **non-numbers list**:

Example: "**skipTest\_String**"

1. Take **0** characters -> Taken: "", skip **4** characters 🡺 Skipped: "**skip**" -> Result: ""
2. Take **4** characters -> Taken: "**Test**", skip **1** characters 🡺 Skipped: "**\_**" -> Result: "**Test**"
3. Take **7** characters -> Taken: "**String**", skip **0** characters 🡺 Skipped: "" -> Result: "**TestString**"

After that, just print the **result string** on the console.

### Input

The **encrypted** message is a **string.**

### Output

The **decrypted** message is a **string.**

### Constraints

* The count of digits in the input string will **always be even**.
* The encrypted message will contain any printable ASCII character.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| T2exs15ti23ng1\_3cT1h3e0\_Roppe | TestingTheRope |
| O{1ne1T2021wf312o13Th111xreve!!@! | OneTwoThree!!! |
| this forbidden mess of an age rating 0127504740 | hidden message |

## \*Mixed Up Lists

Write a program that **mixes up** **two lists** by some rules. You will receive **two lines of input**, each one being a **list of numbers**. The **mixing rules** are:

* Start from the **beginning of the first** list and the **ending of the second.**
* **Add** element **from the first** and element **from the second.**
* In the end, there will always be a list in which there are **2 elements remaining.**
* These elements will be the **range of the elements you need to print.**
* **Loop through the result list** and take **only the elements that fulfill the condition.**
* Print the elements **ordered in ascending** order and **separated by a space.**

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comment** |
| 1 5 23 64 2 3 34 54 12  43 23 12 31 54 51 92 | 23 23 31 34 43 51 | After looping through the two of the arrays, we get: 1 92 5 51 23 54 64 31 2 12 3 23 34 43  The constraints are 54 and 12 (so we take only the numbers between them): 51 23 31 23 34 43  We print the result sorted |
| 75 20 78 75 49  47 91 32 45 55 62 20 | 49 55 62 75 75 78 |  |

1. **\*Drum Set**

Gabsy is Orgolt's Final Revenge charming drummer. She has a drum set, but the different drums have different origins – some she bought, some are gifts, so they are all of **different quality**. Every day she practices on each of them, so she does damage and reduces the drum's quality. Sometimes a drum breaks, so she needs to buy a new one. Help her keep her drum set organized.

You will receive Gabsy's **savings**, the money she can spend on new drums. Next, you receive a **sequence** **of integers** which represent the **initial quality** of each drumin Gabsy's drum set.

Until you receive the command **"Hit it again, Gabsy!"**, you will be receiving an integer: the **hit power** Gabsy applies **on each drum** while practicing. When the power is applied, you should **decrease** the value of the drum's quality with the current power.

When a certain drum **reaches 0 quality**, it breaks. Then Gabsy should buy a replacement.She needs to buy the same model. Therefore, its quality will be **the same as the initial quality** of the broken drum. The price is calculated by the formula: **{initialQuality} \* 3**. Gabsy will always replace her broken drums **until the moment she can no longer afford them**. If she doesn't have enough money for a replacement, the broken drum is **removed** from the drum set.

When you receive the command **"Hit it again, Gabsy!"**,the program ends, and you should print the current state of the drum set. On the second line, you should print the **remaining money** in Gabsy's savings account.

**Input**

* On the **first line,** you receive the **savings** – a floating-point number.
* On the **second line,** you receive the **drum set**: a **sequence** of **integers** **separated** by **spaces**.
* Until you receive the command **"Hit it again, Gabsy!"** you will be receiving **integers** – the hit power Gabsy applies on each drum.

**Output**

* On the first line, you should print **each drum** in the drum set, **separated** by **space**.
* Then you must print the **money** that is left on the **second line** in the format **"Gabsy has {money left}lv."**, formatted with two digits after the decimal point.

**Constraints**

* The **savings – the floating-point number in the range [0.00, 10000.00].**
* The **quality of each drum in the drum set** – is an integer in the range **[1, 1000]**.
* The **hit** **power** will be in the **range [0, 1000].**
* Allowed working **time** / **memory**: **100ms** / **16MB**.

**Examples**

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comment** |
| 1000.00  58 65 33  11  12  18  10  Hit it again, Gabsy! | 7 14 23  Gabsy has 901.00lv. | DrumSet – 58 65 33.  Day 1: hit power applied = 11 => 47 54 22;  Day 2: hit power applied = 12 => 35 42 10;  Day 3: hit power applied = 18 => 17 24 -8;  The third drum breaks. But Gabsy has enough savings, so she replaces it => 17 24 33;  Day 4: hit power applied = 10 => 7 14 23;  We print the current state of the drum set and what's left in Gabsy's bank account. |
| 154.00  55 111 3 5 8 50  2  50  8  23  1  Hit it again, Gabsy! | 27 2 4 7  Gabsy has 10.00lv. |  |