

Assignment on Strings

Problem 1: Awesh's Treasure Search

Awesh, a young explorer, embarks on a journey to uncover the secrets hidden within an ancient forest. Armed with a map passed down through generations, he sets foot into the dense wilderness. The map, however, is old and incomplete, missing crucial coordinates of treasures scattered across the forest. Undeterred, Awesh decides to write a C program to aid him in his quest, allowing him to input known coordinates and search for treasures within the vast expanse of the forest.

Input

Number of coordinates.

An array of coordinates.

Target coordinate.

Output

Position of the coordinate. If not found return -1.

Input	Output
3 0,0 2,1 3,3 Target: 2,1	1



4 1,1 2,2 3,3 4,4 Target: -1,-1	-1
4 1,1 2,-1 3,-2 5,-10 Target: 5,-10	3
5 -1,-1 -2,-2 -3,-5 -7,10 0,0 Target: -1,-1	0

Problem 2: Awesh's Gem Sorting

In the heart of a mystical cavern lies a trove of glittering gems, each possessing its own unique allure. Awesh, drawn by tales of these treasures, ventures deep into the cavern's depths. As he collects the gems strewn across the cavern floor, he realizes the importance of prioritizing his collection. To aid him in his endeavor, Awesh devises a C program to sort the gems in descending order of value, ensuring that he secures the most precious gems first.



Input	Output
10, 5, 8, 3, 12	12, 10, 8, 5, 3
5, 7, 2, 9, 4	9, 7, 5, 4, 2
1, 1, 1, 1, 1	1, 1, 1, 1, 1
-1,-2,-3,-4,-5	-5,-4,-3,-2,-1

Problem 3: Awesh's GCD Finder

Amidst the swirling mists of an ancient valley, Awesh encounters a riddle inscribed upon an ancient stone tablet. The riddle speaks of the greatest common divisor, a concept essential to unlocking the tablet's secrets. Determined to decipher the enigma, Awesh crafts a C program capable of calculating the greatest common divisor of two numbers, allowing him to unveil the mysteries concealed within the valley's foggy embrace.

Input	Output
24 36	12
17 31	1
50 20	10
5 20	5

Problem 4: Awesh's Prime Number Checker

High in the tower of an ancient castle, Awesh delves into the mysteries of prime numbers. Legends speak of their significance and power, and Awesh is determined to unravel their secrets. To aid him in his quest for knowledge, he crafts a C program capable of discerning whether a number is prime or not, allowing him to unlock the mysteries hidden within the realm of mathematics.



--

Input	Output
1	No
10	No
7	Yes
23	Yes