

## Exercise: Associative Arrays

Problems for exercise and homework for the ["JS Fundamentals" Course @ SoftUni.](https://judge.softuni.org/Contests/1306)

Submit your solutions in the SoftUni judge system at: <https://judge.softuni.org/Contests/1306>

### 1. Words Tracker

Write a function that receives an **array of words** and finds **occurrences of given words** in that sentence.

The input will come as an **array of strings**. The **first string** will contain the **words** you will be looking for separated by a **space**. All **strings after that** will be the words in which you will check for a match.

Print for **each word** how many times it **occurs**. The words should be **sorted by count in descending**.

#### Example

Input	Output
[ 'this sentence', 'In', 'this', 'sentence', 'you', 'have', 'to', 'count', 'the', 'occurrences', 'of', 'the', 'words', 'this', 'and', 'sentence', 'because', 'this', 'is', 'your', 'task' ]	this - 3 sentence - 2
[ 'is the', 'first', 'sentence', 'Here', 'is', 'another', 'the', 'And', 'finally', 'the', 'the', 'sentence']	the - 3 is - 1

### 2. Odd Occurrences

Write a function that extracts the elements of a sentence, if it appears an odd number of times (**case-insensitive**).

The input comes as a **single string**. The words will be **separated by a single space**.

#### Example

Input	Output
'Java C# Php PHP Java Php 3 C# 3 1 5 C#'	c# php 1 5
'Cake IS SWEET is Soft CAKE sweet Food'	soft food

### 3. Piccolo

Write a function that:

- Records a **car number** for every car that enters the **parking lot**
- Removes a **car number** when the car goes out
- Input will be an array of strings in format [**direction**, **carNumber**]

Print the output with all car numbers which are in the parking lot **sorted in ascending by number**.

If the parking lot is empty, print: **"Parking Lot is Empty"**.

#### Examples

Input	Output
['IN, CA2844AA', 'IN, CA1234TA', 'OUT, CA2844AA', 'IN, CA9999TT', 'IN, CA2866HI', 'OUT, CA1234TA', 'IN, CA2844AA', 'OUT, CA2866HI', 'IN, CA9876HH', 'IN, CA2822UU']	CA2822UU CA2844AA CA9876HH CA9999TT
['IN, CA2844AA', 'IN, CA1234TA', 'OUT, CA2844AA', 'OUT, CA1234TA']	Parking Lot is Empty

### 4. Party Time

There is a party at SoftUni. Many guests are invited and they are **two types**: VIP and regular. When guests come to the party check if he/she **contains** in any of the **two reservation lists**.

The input will come as an **array of strings**. You will be given the list with the guests before you receive a command **"PARTY"**.

All **VIP numbers start with a digit**.

When you receive the command **"PARTY"**, the guests start coming.

Print the **count** of **guests** then all guests, who didn't come to the party (VIP must be printed first).

Hint: Guest names are not unique. Only the first match is removed when receiving a name.

#### Examples

Input	Output	Input	Output
['7IK9Yo0h', '9NoBUajQ']	2 7IK9Yo0h	['m8rfQBv1', 'fc1oZCE0']	2 xys2FYzn

'Ce8vwPmE', 'SVQXQCbc', 'tSzE5t0p', 'PARTY', '9NoBUajQ', 'Ce8vwPmE', 'SVQXQCbc' ]	tSzE5t0p	'UgffRkOn', '7ugX7bm0', '9CQBGuEJ', '2FQZT3uC', 'dziNz78I', 'mdSGyQCJ', 'LjcVpmDL', 'fPXNHpm1', 'HTTbwRmM', 'B5yTkMQi', '8N0FTfqG', 'xys2FYzn', 'MDzcM9ZK', 'PARTY', '2FQZT3uC', 'dziNz78I', 'mdSGyQCJ', 'LjcVpmDL', 'fPXNHpm1', 'HTTbwRmM', 'B5yTkMQi', '8N0FTfqG', 'm8rfQBv1', 'fc1oZCE0', 'UgffRkOn', '7ugX7bm0', '9CQBGuEJ' ]	MDzcM9ZK
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## 5. Card Game

You are given a sequence of people and for every person what cards he draws from the deck. The input will be an **array of strings**. Each string will be in the format:

**{personName}: {PT, PT, PT,... PT}**

Where **P** (2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A) is the power of the card and **T** (S, H, D, C) is the type. The name can contain any ASCII symbol except ' : '. The input will always be valid and in the format described, there is no need to check it.

A single person **cannot have more than one** card with the same power and type, if he draws such a card he discards it. The people are playing with **multiple decks**. Each card has a value that is calculated by the power multiplied by the type. Powers **2 to 10** have the same value and **J to A** are **11 to 14**. Types are mapped to multipliers the following way (S -> 4, H -> 3, D -> 2, C -> 1).

Finally print out the total value each player has in his hand in the format:

**{personName}: {value}**

## Examples

Input	Output
[ 'Peter: 2C, 4H, 9H, AS, QS', 'Tomas: 3H, 10S, JC, KD, 5S, 10S', 'Andrea: QH, QC, QS, QD', 'Tomas: 6H, 7S, KC, KD, 5S, 10C', 'Andrea: QH, QC, JS, JD, JC', 'Peter: JD, JD, JD, JD, JD, JD' ]	Peter: 167 Tomas: 175 Andrea: 197
[ 'John: 2C, 4H, 9H, AS, QS', 'Slav: 3H, 10S, JC, KD, 5S, 10S', 'Alex: 6H, 7S, KC, KD, 5S, 10C', 'Thomas: QH, QC, JS, JD, JC', 'Slav: 6H, 7S, KC, KD, 5S, 10C', 'Thomas: QH, QC, JS, JD, JC', 'Alex: 6H, 7S, KC, KD, 5S, 10C', 'Thomas: QH, QC, JS, JD, JC', 'John: JD, JD, JD, JD' ]	John: 167 Slav: 175 Alex: 115 Thomas: 125

## 6. Company Users

Write a function, which keeps the information about companies and their employees.

You will receive an **array of strings** containing the **company name** and **employee's id**. Add each employee to the given company. Keep in mind that a company **cannot have two employees with the same id**.

When you finish reading data, **order the companies by their name in ascending order**.

Print the company name and each employee's id in the following format:

{companyName}

-- {id1}

-- {id2}

-- {idN}

## Input / Constraints

- The input come **as array of strings**, each in the format: "{companyName} -> {employeeId}".
- The input always will be valid.

## Examples

Input	Output	Input	Output
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[ 'SoftUni -> AA12345', 'SoftUni -> BB12345', 'Microsoft -> CC12345', 'HP -> BB12345' ]	HP -- BB12345 Microsoft -- CC12345 SoftUni -- AA12345 -- BB12345
[ 'SoftUni -> AA12345', 'SoftUni -> CC12344', 'Lenovo -> XX23456', 'SoftUni -> AA12345', 'Movement -> DD11111' ]	Lenovo -- XX23456 Movement -- DD11111 SoftUni -- AA12345 -- CC12344

## 7. A Miner Task

You are given an **array of strings**. Every **odd string** is representing a **resource** (e.g. Gold, Silver, Copper, and so on), and **every even** – **quantity**. Your task is to collect the resources and print them each on a new line.

**Print the resources and their quantities in the format:**

**{resource} -> {quantity}**

The quantities inputs will be in the range [1 ... 2 000 000 000].

### Examples

Input	Output	Input	Output
[ 'Gold', '155', 'Silver', '10', 'Copper', '17' ]	Gold -> 155 Silver -> 10 Copper -> 17	[ 'gold', '155', 'silver', '10', 'copper', '17', 'gold', '15' ]	gold -> 170 silver -> 10 copper -> 17

## 8. \*Travel Time

Write a function that **collects** and **orders** information about travel destinations.

As **input**, you will receive an **array of strings**.

Each string will consist of the following information with the format:

**"Country name > Town name > Travel cost"**

The **Country name** will be a string, the **Town name** will be a unique string, **Travel cost** will be a number. If you receive **the same Town name** twice, you should keep the **cheapest** offer. **Have in mind** that one Country may have **several** Towns to visit.

After you finish the organizational part, you need to let Steven know which destination point to visit first. The order will be as follows: First sort Country names **alphabetically** and then sort by **lowest** Travel cost.

## Examples

Input	Output
[ "Bulgaria > Sofia > 500", "Bulgaria > Sopot > 800", "France > Paris > 2000", "Albania > Tirana > 1000", "Bulgaria > Sofia > 200" ]	Albania -> Tirana -> 1000 Bulgaria -> Sofia -> 200 Sopot -> 800 France -> Paris -> 2000
[ 'Bulgaria > Sofia > 25000', 'Bulgaria > Sofia > 25000', 'Kalimdor > Orgrimar > 25000', 'Albania > Tirana > 25000', 'Bulgaria > Varna > 25010', 'Bulgaria > Lukovit > 10' ]	Albania -> Tirana -> 25000 Bulgaria -> Lukovit -> 10 Sofia -> 25000 Varna -> 25010 Kalimdor -> Orgrimar -> 25000

## 9. \*Arena Tier

Pesho is a pro gladiator, he is struggling to become master of the Arena.

You will receive **several input lines** in one of the following formats:

"{gladiator} -> {technique} -> {skill}"

"{gladiator} vs {gladiator}"

The **gladiator** and **technique** are strings, the given **skill** will be an integer number. You need to keep track of **every gladiator**.

When you receive a **gladiator and his technique and skill**, add him to the gladiator pool, if he isn't present, else add his technique or update his skill, only if the current technical skill is lower than the new value.

If you receive "{gladiator} vs {gladiator}" and both gladiators exist in the tier, they duel with the following rules:

Compare their techniques, if they got at least one in common, the gladiator with better total skill points wins and the other is demoted from the tier -> remove him.

If they don't have techniques in common, the duel isn't happening and both continue in the Season.

You should end your program when you receive the command **"Ave Cesar"**. At that point, you should print the gladiators, **ordered by total skill in descending order, then ordered by name in ascending order**. Foreach gladiator prints their technique and skill **ordered descending, then ordered by technique name in ascending order**.

## Input / Constraints

You will receive an **array of strings** as a parameter to your solution.

- The input comes in the form of commands in one of the formats specified above.
- Gladiator and technique **will always be one-word string, containing no whitespaces**.
- Skill will be an **integer** in the **range [0, 1000]**.
- There will be **no invalid** input lines.
- The program ends when you receive the command **"Ave Cesar"**.

## Output

- The output format for each gladiator is:  
`"{gladiator}: {totalSkill} skill"`  
`"- {technique} <!-- {skill}"`

*Scroll down to see examples.*

## Examples

Input	Output	Comments
<pre>[ 'Peter -&gt; BattleCry -&gt; 400', 'Alex -&gt; PowerPunch -&gt; 300', 'Stefan -&gt; Duck -&gt; 200', 'Stefan -&gt; Tiger -&gt; 250', 'Ave Cesar' ]</pre>	<pre>Stefan: 450 skill - Tiger &lt;!-- 250 - Duck &lt;!-- 200 Peter: 400 skill - BattleCry &lt;!-- 400 Alex: 300 skill - PowerPunch &lt;!-- 300</pre>	<p>We order the gladiators by total skill points descending, then by name. We print every technique along its skill ordered descending by skill, then by technique name.</p>
Input	Output	

<pre>[ 'Peter -&gt; Duck -&gt; 400', 'Julius -&gt; Shield -&gt; 150', 'Gladius -&gt; Heal -&gt; 200', 'Gladius -&gt; Support -&gt; 250', 'Gladius -&gt; Shield -&gt; 250', 'Peter vs Gladius', 'Gladius vs Julius', 'Gladius vs Maximilian', 'Ave Cesar' ]</pre>	<pre>Gladius: 700 skill - Shield &lt;!=&gt; 250 - Support &lt;!=&gt; 250 - Heal &lt;!=&gt; 200 Peter: 400 skill - Duck &lt;!=&gt; 400</pre>	<p>Gladius and Peter don't have a common technique, so the duel isn't valid.</p> <p>Gladius wins vs Julius /common technique: "Shield". Julius is demoted.</p> <p>Maximilian doesn't exist so the duel isn't valid.</p> <p>We print every gladiator left in the tier.</p>
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## 10. \*Legendary Farming

You've beaten all the content and the last thing left to accomplish is to own a legendary item. However, it's a tedious process and requires quite a bit of farming. Anyway, you are not too pretentious – any legendary will do. The possible items are:

- "Shadowmourne" – requires **250 Shards**
- "Valanyr" – requires **250 Fragments**
- "Dragonwrath" – requires **250 Motes**

"Shards", "Fragments", and "Motes" are the **key materials**, all else is **junk**.

You will be given lines of input in the format:

**"{quantity1} {material1} {quantity2} {material2} ... {quantityN} {materialN}"**

Keep track of the **key materials** - the **first** that reaches the **250 mark wins the race**. At that point, print the corresponding legendary obtained.

Then, print the **remaining** shards, fragments, motes, ordered by **quantity** in **descending** order, then by **name** in **ascending** order, each on a new line. Finally, print the collected **junk** items, in **alphabetical** order.

### Input

- Each line comes in the following format:  
**{quantity1} {material1} {quantity2} {material2} ... {quantityN} {materialN}**

### Output

- On the **first line**, print the obtained item in format: **"{Legendary item} obtained!"**
- On the next **three lines**, print the remaining key materials in descending order by quantity
  - If two key materials have the same quantity, print them in alphabetical order
- On the final **several lines**, print the junk items in alphabetical order
  - All materials are printed in format **"{material}: {quantity}"**
  - All output should be **lowercase**, except the first letter of the legendary



## Examples

Input	Output
'3 Motes 5 stones 5 Shards 6 leathers 255 fragments 7 Shards'	Valanyr obtained! fragments: 5 shards: 5 motes: 3 leathers: 6 stones: 5
Input	Output
'123 silver 6 shards 8 shards 5 motes 9 fangs 75 motes 103 MOTES 8 Shards 86 Motes 7 stones 19 silver'	Dragonwrath obtained! shards: 22 motes: 19 fragments: 0 fangs: 9 silver: 123