# Exercise: Lists Basics

Please, submit your source code solutions for the described problems to the [Judge System](https://alpha.judge.softuni.org/contests/lists-basics-exercise/1725).

## Invert Values

Write a program that receives a **single string** containing positive and negative **numbers** separated by a **single space**. Print a list containing the **opposite of each number.**

### Example

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1 2 -3 -3 5 | [-1, -2, 3, 3, -5] |
| -4 0 2 57 -101 | [4, 0, -2, -57, 101] |

## Multiples List

Write a program that receives **two numbers** (factor and count). It should create a **list** with a **length** of the given **count** that contains only integer **numbers**, which are **multiples** of the given **factor.** The numbers should be only positive, and they should be arranged in ascending order, starting from the value of the factor.

### Example

|  |  |
| --- | --- |
| **Input** | **Output** |
| 2  5 | [2, 4, 6, 8, 10] |
| 1  10 | [1, 2, 3, 4, 5, 6, 7, 8, 9, 10] |

## Football Cards

*Most football fans love it for the goals and excitement. Well, this problem does not. You are up to handle the referee's little notebook and count the players who were sent off for fouls and misbehavior.*

The rules: **Two teams**, named **"A"** and **"B"** have **11 players** each. The players on each team are **numbered** from **1 to 11**. Any player may be **sent off** the field by being given a **red card**. If one of the teams has **less than 7 players** remaining, the referee **stops** the game **immediately**, and the **team with less than 7 players loses**.

The **card** is a **string** with the **team's letter** (**"A" or "B"**) followed by a **single dash** and the **player's number**. **e.g.,** the card **"B-7"** means player **#7** from team **B** received a **card**.

The task: You will be given a sequence of cards (could be empty), separated by a single space. You should print the count of **remaining players** on **each team** at the **end of the game** in the format: **"Team A - {players\_count}; Team B - {players\_count}"**.If the referee terminated the game, print an additional line: **"Game was terminated"**.

***Note for the random tests***: If a player who has already been sent off receives another card - ignore it.

### Example

|  |  |
| --- | --- |
| **Input** | **Output** |
| A-1 A-5 A-10 B-2 | Team A - 8; Team B - 10 |
| A-1 A-5 A-10 B-2 A-10 A-7 A-3 | Team A - 6; Team B - 10  Game was terminated |

## Number Beggars

You will receive **2 lines** of input. On the first line, you will receive a **single string of integers**, separated by a comma and a space **", "**. On the **second line,** you will receive a **count of beggars.** Your job is to print a **list with the sum** of what **each beggar** brings home, assuming they all take **regular turns**, from the first to the last number in the list.

For example, **[1, 2, 3, 4, 5]** for **2** beggars will return a result of **9** and **6**, as the first one takes **[1, 3, 5]**, and the second one collects **[2, 4]**. The same list with **3 beggars** would produce a better outcome for the **second** beggar: **5**, **7**, and **3**, as they will respectively take **[1, 4]**, **[2, 5]**, and **[3]**.

Also, note that not all beggars have to take the same amount of "offers", meaning that the length of the list is **not** necessarily a **multiple of n**. The list length could be even shorter - i.e., the last beggars will take nothing (0).

### Example

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1, 2, 3, 4, 5  2 | [9, 6] |
| 3, 4, 5, 1, 29, 4  6 | [3, 4, 5, 1, 29, 4] |
| 100, 94, 24, 99  5 | [100, 94, 24, 99, 0] |

## Faro Shuffle

A faro shuffle is a method for shuffling a deck of cards, in which the deck is **split exactly in half**.Then the cards in the two halves are **perfectly interleaved**, such that the **original bottom card is still on the bottom and the original top card is still on top**.

For example, faro shuffling the list **['ace', 'two', 'three', 'four', 'five', 'six'] once**, gives **['ace', 'four', 'two', 'five', 'three', 'six']**

Write a program that receives a **single string** (cards separated by **space**) and on the **second line** receives a **count** of faro **shuffles** that should be made. Print the **state of the deck after the shuffle**.

***Note*: The length of the deck of cards will always be an even number.**

### Example

|  |  |
| --- | --- |
| **Input** | **Output** |
| a b c d e f g h  5 | ['a', 'c', 'e', 'g', 'b', 'd', 'f', 'h'] |
| one two three four  3 | ['one', 'three', 'two', 'four'] |

## Survival of the Biggest

Write a program that receives a **list of integer** numbers (separated by a single space) and a number **n**. The number **n** represents the **count of numbers to remove** from the list. You should remove the **smallest ones,** and then, you should print all the numbers that are left in the list, separated by a comma and a space **", "**.

### Example

|  |  |
| --- | --- |
| **Input** | **Output** |
| 10 9 8 7 6 5  3 | 10, 9, 8 |
| 1 10 2 9 3 8  2 | 10, 9, 3, 8 |

## \* Easter Gifts

*As a good friend, you decide to buy presents for your friends.*

Create a program that helps you plan the gifts for your friends and family. First, you are going to **receive** **the gifts** you plan on buying on a **single line,** **separated** **by** **space**, in the following **format**:

**"{gift1} {gift2} {gift3}… {giftn}"**

Then you will start receiving **commands** until you read the **"No Money"** message. There are **three** possible commands:

* **"OutOfStock {gift}"**
  + Find **the gifts** with **this name** in your collection, **if any**, and change their values to "**None**".
* "**Required {gift} {index}**"
  + **If the index is valid, replace** the **gift** on the **given index** with the **given** **gift**.
* "**JustInCase {gift}"**
  + **Replace** the value of your **last** gift **with this** **one**.

In the end, print the **gifts** on a **single** **line**, **except the ones** with the value **"None",** separated by a **single** **space** in the following format:

**"{gift1} {gift2} {gift3} … {giftn}"**

### Input / Constraints

* On the **1st line,**  you will receive the **names of the gifts**, separated by a single space.
* On the following **lines**, until the **"No Money"** command is received, you will be receiving commands.
* The **input** will **always** be **valid**.

### Output

* Print the gifts in the **format** **described** **above**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Eggs StuffedAnimal Cozonac Sweets EasterBunny Eggs Clothes  OutOfStock Eggs  Required Spoon 2  JustInCase ChocolateEgg  No Money | StuffedAnimal Spoon Sweets EasterBunny ChocolateEgg |
| **Comments** | |
| First, we receive the command "**OutOfStock**", and we need to replace the values of "**Eggs**" with "**None**". After this command, the list should look like this:  **None StuffedAnimal Cozonac Sweets EasterBunny None Clothes**  Afterward, we receive the "**Required**" command, and we need to replace the value on the 2nd index of our list with the value "**Spoon**". The list should look like this:  **None StuffedAnimal Spoon Sweets EasterBunny None Clothes**  After, we receive the "**JustInCase**" command, which means we need to replace the last value in our list with "**ChocolateEggs**". The list should look like this:  **None StuffedAnimal Spoon Sweets EasterBunny None ChocolateEggs**  In the end, we print all of the gifts, except the ones with the value **"None"**.  The final list: **StuffedAnimal Spoon Sweets EasterBunny ChocolateEggs** | |
|  | |
| Sweets Cozonac Clothes Flowers Wine Clothes Eggs Clothes  Required Paper 8  OutOfStock Clothes  Required Chocolate 2  JustInCase Hat  OutOfStock Cable  No Money | Sweets Cozonac Chocolate Flowers Wine Eggs Hat |

## \* Seize the Fire

*The group of adventurists has gone on their first task. Now they should walk through fire - literally. They should use all the water they have left. Your task is to help them survive.*

Create a program that calculates the water needed to put out a "fire cell", based on the given information about its "fire level" and how much it gets affected by water.

First, you will be given **the level of fire** inside the cell with the **integer** **value** of the **cell**, which represents the needed water to put out the fire. They will be given in the following format:

**"{typeOfFire} = {valueOfCell}#{typeOfFire} = {valueOfCell}# … {typeOfFire} = {valueOfCell}**"

Afterward, you will receive the **amount of water** you have for putting out the fires. There is a **range** of fire for each fire type, and if a cell's value is below or exceeds it, it is invalid, and you do not need to put it out.

|  |  |
| --- | --- |
| **Type of Fire** | **Range** |
| High | 81 - 125 |
| Medium | 51 – 80 |
| Low | 1 - 50 |

If a cell is valid, you should put it out by reducing the water with its value. Putting out fire also takes **effort,** and you need to **calculate it**. Its value is equal to **25% of the cell's value**. In the end, you will have to print the **total effort**. Keep putting out cells until you run out of water. Skip it and try the next one **if you do not have enough water** to put out a given cell. In the end, **print the cells you have put out** in the following format:

**"Cells:**

**- {cell1}**

**- {cell2}**

**…**

**- {cellN}"**

**"Effort: {effort}"**

The effort should be formatted to the second decimal place.

In the end, print the total fire you have put out from all the cells in the following format:

**"Total Fire: {total\_fire}"**

### Input / Constraints

* **On the 1st line,** you will receive the **fires with their cells** in the format described above **– integer numbers in the range [1…500].**
* **On the 2nd line**, you will receive the **water** – **an integer number** in the range **[0….100000].**

### Output

Print the output as described above.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| High = 89#Low = 28#Medium = 77#Low = 23  1250 | Cells:  - 89  - 28  - 77  - 23  Effort: 54.25  Total Fire: 217 |
| **Comments** | |
| After reading the output, we start **checking** the **level of the fire** and its validity. The first is valid, so we **subtract the 89** from the amount of **water** – 1250, and the water becomes 1161. We need to calculate the **effort**, which is **25%** of 89. We will **add 89 to the total fire** we have put out. In the end, the effort was 54.22, and the total fire: 217 | |

|  |  |
| --- | --- |
| **Input** | **Output** |
| High = 150#Low = 55#Medium = 86#Low = 40#High = 110#Medium = 77  220 | Cells:  - 40  - 110  Effort: 37.50  Total Fire: 150 |

## \* Hello, France

You want to go to France by train, and the train ticket costs exactly **150$**. You do not have enough money, so you decide to **buy some items** within your budget and then sell them at **a higher price – with a 40% markup**.

You will receive a **collection of items** and a **budget** in the following format:

{type->price|type->price|type->price……|type->price}

{budget}

**The prices** for each of the types **cannot** **exceed** a specific **price**, which is given below:

|  |  |
| --- | --- |
| **Type** | **Maximum Price** |
| Clothes | 50.00 |
| Shoes | 35.00 |
| Accessories | 20.50 |

If the **price** for a particular **item** is **higher than** the **maximum** price, **don't buy it**. Every time you **buy an item**, you have to **reduce the budget** with its price valu**e**. If you don't have enough money for it, you **can't buy it**. Buy **as many** items **as you can**.

Next, you should **increase** the price of **each item you have successfully bought by 40%** and then **sell it**. Calculate if the **budget** **after** **selling all the items** is **enough** to buy the train ticket.

### Input / Constraints

* **On the 1st line,** you will receive the **items with their prices** in the format described above **– real numbers in the range [0.00……1000.00]**
* **On the 2nd line**, you are going to be given the **budget** – **a real number** in the range **[0.0….1000.0]**

### Output

* First, print the **list with the bought item’s new prices**, formatted to the **second decimal point** in the following format:

"{price1} {price2} {price3} … {priceN}"

* Second, **print the profit**, formatted to the **second decimal point** in the following format:

**"Profit: {profit**}"

* Finally:
  + If the budget is enough to buy the train ticket, print: "Hello, France!"
  + Otherwise, print: "Not enough money."

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| Clothes->43.30|Shoes->25.25|Clothes->36.52|Clothes->20.90|Accessories->15.60  120 | 60.62 35.35 51.13  Profit: 42.03  Hello, France! | We start subtracting the valid prices from the budget:  120 – 43.30 = **76.70**  76.70 – 25.25 = **51.45**  51.45 – 36.52 = **14.93**  14.93 is **less** than **20.90** and **15.60**, so we can't buy either of the last two. We must increase **each price** by 40%, and the new prices are **60.62 35.35 51.13.** The profit is **42.03**, and their new budget will be – what is left of the budget - **14.93 + {sum of all newPrices}.** It is enough, so we print: **Hello, France!** |
| Shoes->41.20|Clothes->20.30|Accessories->40|Shoes->15.60|Shoes->33.30|Clothes->48.60  90 | 28.42 21.84 46.62  Profit: 27.68  Not enough money. |  |

## \* Bread Factory

*As a young baker, you are baking the bread out of the bakery.*

You have an **initial energy of 100 and initial coins of 100**. You will be given **a string representing the working day events**. Each event is separated with **'|'** (vertical bar): **"event1|event2| … eventN"**

Each event contains an **event** **name** **or** an **ingredient** **and** **a number**, separated by a dash (**"{event/ingredient}-{number}"**)

* If the event is **"rest":**
  + You gain energy (the number in the second part). **Note:** your energy **cannot exceed** your **initial energy (100)**. Print: **"You gained {gained\_energy} energy."**.
  + After that, print your current energy: **"Current energy: {current\_energy}."**.
* If the event is **"order"**:
  + You've earned some coins (the number in the second part).
  + Each time you get an order, your **energy decreases by 30 points.**
    - If you have the energy to complete the order, print: **"You earned {earned} coins."**.
    - Otherwise, **skip the order** and **gain 50 energy points**. Print: "You had to rest!".
* In **any other case**, you have an **ingredient** you should buy. The second part of the event contains the **coins** you should spend.
  + If you **have enough money**, you should buy the ingredients and print:

"You bought {ingredient}."

* + Otherwise, print **"Closed! Cannot afford {ingredient}."** and your bakery rush is over.

**If you managed to handle all events** throughout the day, print on the following 3 lines:

**"Day completed!"**

**"Coins: {coins}"**

**"Energy: {energy}"**

### Input / Constraints

You will receive a string representing the working day events, separated with **'|'** (vertical bar) in the format:

**"event1|event2| … eventN"**.

Each event contains an **event name** **or an ingredient and a number**, separated by a dash in the format: **"{event/ingredient}-{number}"**

### Output

Print the corresponding messages described above.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| rest-2|order-10|eggs-100|rest-10 | You gained 0 energy.  Current energy: 100.  You earned 10 coins.  You bought eggs.  You gained 10 energy.  Current energy: 80.  Day completed!  Coins: 10  Energy: 80 |
| order-10|order-10|order-10|flour-100|order-100|oven-100|order-1000 | You earned 10 coins.  You earned 10 coins.  You earned 10 coins.  You bought flour.  You had to rest!  Closed! Cannot afford oven. |