# Exercises: Data Types and Variables

Problems for exercises and homework for the [“Programming Fundamentals” course @ SoftUni](https://softuni.bg/courses/programming-fundamentals).

You can check your solutions here: <https://judge.softuni.bg/Contests/392>.

## 17\*\* Cypher Roulette

You will be given an integer **N**. On the next **N** lines, you will receive some **strings**.

The strings will be either:

* sequences of **random characters**
* or the command - "**spin**"

If they are **normal random characters**, you should **append them** to one another in the **cypher** **string**.

If the command "**spin**" is entered, every string entered after it should be **appended** at **the** **start**

of the **cypher string**, if the command "**spin**" is entered again after that, you should again begin to append

them at **the end** of the cypher string. And so, the **append direction** changes each time you enter the command "**spin**".

If two **equal strings** are entered **two consecutive times**, the cypher **resets** - emptying the **cypher string**. This rule also applies to the "**spin**" command.

Note: the "**spin**" commands **do not count** towards the **N** count.

### Examples

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Input** | **Output** |  | **Input** | **Output** |
| 5  Bed  Is  So  Fine  **spin**  This | ThisBedIsSoFine | 6  How  is  is  **spin**  How  **spin**  \_Are  \_You? | How\_Are\_You? |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Input** | **Output** |  | **Input** | **Output** |
| 5  That  **spin**  Spin  **spin**  Six  Shooter  Cowboy | SpinThatSixShooterCowboy | 6  Your  **spin**  Do  **spin**  Homework  Homework  Beer  **spin**  Drink | DrinkBeer |