保龄球

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写一个程序来打保龄球。 输入:字符串(如下所述)表示保龄球游戏 输出:整数的分数

评分规则: 每局游戏，包括十个回合， 在每一个回合中，参与者都有两次机会把十个球瓶都打掉。

如果一个回合中，第一个球把10个球瓶都敲掉了， 这被称为“全中”。回合结束。本回合分数为10 + 接下来两球打掉的球瓶数。

如果一个回合里的第二个球把10个球瓶都打掉了， 这被称为“补全”。回合结束了。分数为框架是10 + 接下来一个球打掉的球瓶数。

如果，在两个球之后，仍然至少有一个球瓶站立， 本回合分数为两个球打掉的球瓶总数。

如果你在第10个回合打出“全中”，你就会得到2个奖励球 如果你在第10个回合打出“补全”，你就会得到1个奖励球

这些额外的奖励球被作为同一回合的一部分。 如果一个额外的球打倒了所有的球瓶，这个过程 不重复。奖励球只用于计算最后一个回合的分数。

游戏分数是所有回合分数的总和。

例子: X表示“全中” /表示“补全” :表示错过 |表示回合边界 ||后面的字符表示额外的奖励球

X|X|X|X|X|X|X|X|X|X||XX 十次“全中”在十个回合的第一个球上。 两个额外的球，都“全中”。 每一个回合的得分= = 10 + 分数球= = 10 + 10 + 10 = = 30 总得分= = 10回合 x 30 = = 300

9-|9-|9-|9-|9-|9-|9-|9-|9-|9-|| 九个球瓶在十个回合的第一个球被击中。 每一回合的第二球错过最后的球瓶。 没有额外的球。 每一回合的得分 = = 9 总分= = 10回合 x 9 = = 90

5/|5/|5/|5/|5/|5/|5/|5/|5/|5/||5 在十回合的第一个球上有五个球瓶。 每一回合的第二颗球击中剩下的5个球瓶。 一个额外的球，击中5个球瓶。 每回合的得分 = = 10 + 下一个球的分数 = = 10 + 5 = = 15 总分= = 10回合x 15 = = 150

X|7/|9-|X|-8|8/|-6|X|X|X||81 总分= = 167

输入输出文件格式：输入文件的第一行为测试数据的个数，后面每一行为一个测试数据；输出文件每一行对映一个测试数据的分数结果。

**例子**:

**Input**:

2

X|X|X|X|X|X|X|X|X|X||XX

X|7/|9-|X|-8|8/|-6|X|X|X||81

**Output**:

300

167

Bowling Game

Write a program to score a game of Ten-Pin Bowling.

Input: string (described below) representing a bowling game Ouput: integer score

The scoring rules:

Each game, or "line" of bowling, includes ten turns, or "frames" for the bowler.

In each frame, the bowler gets up to two tries to knock down all ten pins.

If the first ball in a frame knocks down all ten pins, this is called a "strike". The frame is over. The score for the frame is ten plus the total of the pins knocked down in the next two balls.

If the second ball in a frame knocks down all ten pins, this is called a "spare". The frame is over. The score for the frame is ten plus the number of pins knocked down in the next ball.

If, after both balls, there is still at least one of the ten pins standing the score for that frame is simply the total number of pins knocked down in those two balls.

If you get a spare in the last (10th) frame you get one more bonus ball. If you get a strike in the last (10th) frame you get two more bonus balls. These bonus throws are taken as part of the same turn. If a bonus ball knocks down all the pins, the process does not repeat. The bonus balls are only used to calculate the score of the final frame.

The game score is the total of all frame scores.

Examples:

X indicates a strike / indicates a spare - indicates a miss | indicates a frame boundary The characters after the || indicate bonus balls

X|X|X|X|X|X|X|X|X|X||XX Ten strikes on the first ball of all ten frames. Two bonus balls, both strikes. Score for each frame == 10 + score for next two balls == 10 + 10 + 10 == 30 Total score == 10 frames x 30 == 300

9-|9-|9-|9-|9-|9-|9-|9-|9-|9-|| Nine pins hit on the first ball of all ten frames. Second ball of each frame misses last remaining pin. No bonus balls. Score for each frame == 9 Total score == 10 frames x 9 == 90

5/|5/|5/|5/|5/|5/|5/|5/|5/|5/||5 Five pins on the first ball of all ten frames. Second ball of each frame hits all five remaining pins, a spare. One bonus ball, hits five pins. Score for each frame == 10 + score for next one ball == 10 + 5 == 15 Total score == 10 frames x 15 == 150

X|7/|9-|X|-8|8/|-6|X|X|X||81 Total score == 167

**Example** :

**Input**:

2

X|X|X|X|X|X|X|X|X|X||XX

X|7/|9-|X|-8|8/|-6|X|X|X||81

**Output**:

300

167