# More Exercise: Basic Syntax, Conditional Statements and Loops

Problems for exercises and homework for the "Programming Fundamentals" course @ SoftUni.

You can check your solutions in Judge.

#### 1. Sort Numbers

Read three real numbers and sort them in descending order. Print each number on a new line.

#### **Examples**

Input	Output
2 1 3	3 2 1
1	2
	1
-2 1 3	3
1	1
3	1 -2
0	2 0
0 0 2	0
2	0

## 2. English Name of the Last Digit

Write a method that returns the English name of the last digit of a given number. Write a program that reads an integer and prints the returned value from this method.

### **Examples**

Input	Output
512	two
1	one
1643	three

## 3. Gaming Store

Write a program that helps you buy the games. The valid games are the following games in this table:

Name	Price
OutFall 4	\$39.99
CS: OG	\$15.99
Zplinter Zell	\$19.99
Honored 2	\$59.99









RoverWatch	\$29.99	
RoverWatch Origins Edition	\$39.99	

On the first line, you will receive your current balance – a floating-point number in the range [0.00...5000.00].

Until you receive the command "Game Time", you have to keep buying games. When a game is bought, the user's balance decreases by the price of the game.

Additionally, the program should obey the following conditions:

- If a game the user is trying to buy is **not present** in the table above, print "**Not Found**" and **read the next**
- If at any point, the user has \$0 left, print "Out of money!" and end the program.
- Alternatively, if the user is trying to buy a game that they can't afford, print "Too Expensive" and read the next line.

When you receive "Game Time", print the user's remaining money and total spent on games, rounded to the 2<sup>nd</sup> decimal place.

#### **Examples**

Input	Output		
120 RoverWatch Honored 2 Game Time	Bought RoverWatch Bought Honored 2 Total spent: \$89.98. Remaining: \$30.02		
19.99 Reimen origin RoverWatch Zplinter Zell Game Time	Not Found Too Expensive Bought Zplinter Zell Out of mo-ney!		
79.99 OutFall 4 RoverWatch Origins Edition Game Time	Bought OutFall 4 Bought RoverWatch Origins Edition Total spent: \$79.98. Remaining: \$0.01		

## 4. Reverse String

Write a program that reverses a string and prints it on the console.

## **Examples**

Input	Output		
Hello	olleH		
SoftUni	inUtfoS		
1234	54321		

## 5. Messages

Write a program that emulates typing an SMS, following this guide:

















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1	2	3	
	abc	def	
4	5	6	
ghi	jkl	mno	
7	8	9	
pqrs	tuv	wxyz	
	0		
	space		

Following the guide, 2 becomes "a", 22 becomes "b" and so on.

#### **Examples**

Input	Output	
5	hello	
44		
33		
555		
555		(
666		

	Input	Output				
9		hey	there			
44	4					
33	3					
99	99					
0						
8						
44						
33	3					
77	77					
33	3					

Input	Output
7 6 33 33 8 0	meet me
6 33	

#### Hints

- A native approach would be just putting all the possible combinations of digits in a giant switch statement.
- A cleverer approach would be to come up with a mathematical formula that converts a number to its alphabet representation:

Digit	2	3	4	5	6	7	8	9
Index	0 1 2	3 4 5	6 7 8	9 10 11	12 13 14	15 16 17 18	19 20 21	22 23 24 25
Letter	a b c	d e f	ghi	j k l	m n o	pqrs	tuv	w x y z

- Let's take the number **222** (c), for example. Our algorithm would look like this:
  - Find the number of digits the number has "e.g. 222 -> 3 digits"
  - o Find the main digit of the number "e.g. 222 -> 2"
  - o Find the offset of the number. To do that, you can use the formula: (main digit 2) \* 3
  - o If the main digit is 8 or 9, we need to add 1 to the offset since the digits 7 and 9 have 4 letters each
  - Finally, find the **letter index** (a -> 0, c -> 2, etc.). To do that, we can use the following formula: (offset + digit length - 1).
  - o After we've found the letter index, we can just add that to the ASCII code of the lowercase letter "a" (97)











