



2018 UTP Internal Programming Contest Contest Information

Rules

Contestants will be disqualified if they violate any one of the following rules.

1. No machine-readable materials (e.g., source codes, templates, etc.) are allowed. However, paper-based materials, such as textbooks, dictionaries, printed notes, etc., are allowed.
2. Contestants are only allowed to contact his/her teammates during the contest. Contestants shall not discuss with his/her coach and other teams.
3. Contestants shall only access the internet for downloading the problem description, submitting source codes, requesting problem clarification and checking the scoreboard. Any other type of internet access is prohibited.
4. A team shall not simultaneously use more than one computer to write programs during the contest. Contestant shall not use any other type of electronic devices, except extra monitors and printers.
5. All malicious actions interfering the contest are prohibited.

Scoring and Ranking

1. Disqualified teams will be removed from the ranking.
2. Only C, C++, Java, Python are provided in this contest. The judge system only accepts programs which can be properly compiled and executed. A problem is solved if the submitted program terminates and outputs correctly in time. The responses of the judge system are listed as follows.
 - CE: The program cannot be properly compiled or executed.
 - TLE: The program uses too much time.
 - RE: Run-time error. The program cannot terminate normally.
 - MLE: The program uses too much memory.
 - WA: The output is incorrect.
 - AC: The program is accepted by the judge system, and the problem is solved.
3. Teams are ranked according to the most problems solved. Teams who solve the same number of problems are ranked by least total time. The total time is the sum of the time consumed for each problem solved. The time consumed for a solved problem is the time elapsed from the beginning of the contest to the submittal of the accepted run plus 20 penalty minutes for every rejected run for that problem regardless of submittal time. There is no time consumed for a problem that is not solved.
4. Breaking ties in ranking, if necessary, is according to the following order:
 - (a) the less total number of submissions of the solved problems;
 - (b) the shorter elapsed time of the first solved problem;
 - (c) the shorter elapsed time of the second solved problem, and so on.



Problem A Toby And Love

Time limit: 2 second

Memory limit: 256 megabytes

Problem Description

Toby has a lot of messages from his beautiful girl, today Toby is wondering about the amount of love that each message has.

For each message Toby wants to know how many times the word “love” appears. Can you help this little pet?

Input Format

The first line contains a single integer ($1 \leq N \leq 100$) the amount of messages. The next N lines contain a single message S , the length of S does not exceed 1000 characters and only contains lowercase Latin letters.

Output Format

For every message S print a single integer.

Sample Input

```
4
iinlovewithyou
lovelovelove
mylov
tobyiloveyousomuchyouaremytruelove
```

Sample Output

```
1
3
0
2
```



Problem B Toby And Coins

Time limit: 2 second

Memory limit: 256 megabytes

Problem Description

Toby is going to buy a machine to send love letters to his girlfriend, the machine costs N pesos. Toby works very hard and he has a lot of money, in fact, he can pay the machine with any combination of coins!

Toby wants to know what is the **minimum** number of coins he needs to buy the machine.

In the Toby's city there are coins with the following values:

$\{1, 2, 5, 10, 20\}$

Input Format

The first line contains an integer $1 < T < 100$ denoting the number of test cases. For each one of the next T lines, there is an integer $1 < C < 10000$ denoting the cost of the machine.

Output Format

For each test case, print the minimum number of coins that Toby needs in order to buy the machine.

Sample Input

```
3
15
8
22
```

Sample Output

```
2
3
2
```