

### TASK – 3

Aim :

Kevin and Stuart want to play the 'The Minion Game'.

#### Game Rules

Both players are given the same string, .

Both players have to make substrings using the letters of the string .

Stuart has to make words starting with consonants.

Kevin has to make words starting with vowels.

The game ends when both players have made all possible substrings.

#### Scoring

A player gets +1 point for each occurrence of the substring in the string .

For Example:

String S = BANANA

Kevin's vowel beginning word = ANA

Here, ANA occurs twice in BANANA. Hence, Kevin will get 2 Points.

#### Code Implementation :

```
def minion_game(string):  
    vowels = 'AEIOU'  
    kevin_score = 0  
    stuart_score = 0  
    n = len(string)  
  
    for i in range(n):  
        if string[i] in vowels:  
            kevin_score += n - i  
        else:
```

```
        stuart_score += n - i

    if kevin_score > stuart_score:
        print("Kevin", kevin_score)
    elif stuart_score > kevin_score:
        print("Stuart", stuart_score)
    else:
        print("Draw")

if __name__ == '__main__':
    s = input()
    minion_game(s)
```

Output :

The screenshot shows a code execution environment with a dark theme. On the left, a sidebar lists seven test cases, all marked as passed with green checkmarks. The first test case is highlighted. The main area on the right displays the compiler message 'Success'. Below this, the input (stdin) is shown as 'BANANA' on line 1, with a 'Download' link. The expected output is shown as 'Stuart 12' on line 1, also with a 'Download' link.

Test Case	Status
Test case 0	✓
Test case 1	✓
Test case 2	✓
Test case 3	✓
Test case 4	✓
Test case 5	✓
Test case 6	✓

Compiler Message

Success

Input (stdin) [Download](#)

1	BANANA
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Expected Output [Download](#)

1	Stuart 12
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