ASDAN China 阿思丹 Title

ACSL Tiles

Time Remaining 1:59 hrs:mins

CLASS/SOURCE NAME

Name your class acsljr

PROBLEM

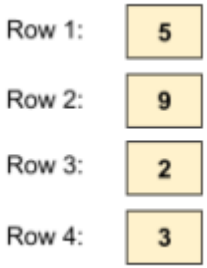
ACSL Tiles is a one-person game played with rectangular tiles. Each tile has a single-digit number between 1 and 9 inclusive at each end. At the start of the game, there are 4 rows, each with a number. The goal of the game is to build rows by placing a tile at the right end of the topmost row whose last number matches a number on the tile. Tiles can be re-oriented; thus, the tiles 34 and 43 are the same tile. If a tile cannot be placed on any row, it is placed in the *discard pile*. When all tiles have been played or discarded, find the sum of the single-digit numbers on all of the tiles in the *discard pile*.

EXAMPLE

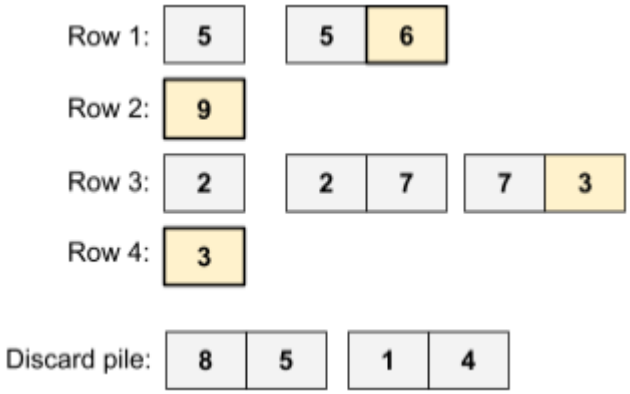
Input	Output
5923 56 85 27 73 14 34 62	18

Explanation:

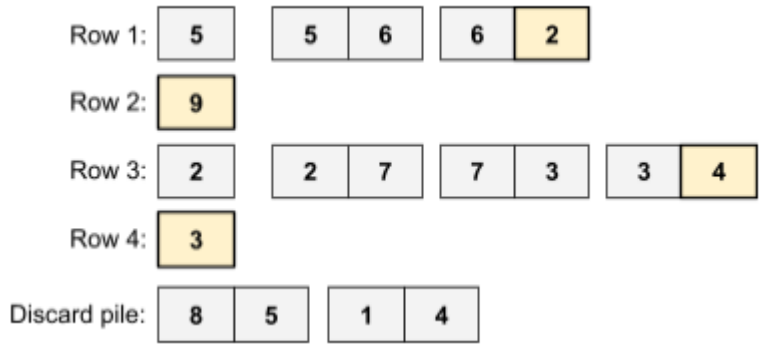
The game starts with 4 rows having numbers 5, 9, 2, 3.



After tile 56 is placed in Row 1, tile 85 is placed in the discard pile. Both 27 and 73 are placed in Row 3 and tile 14 is placed in the discard pile.



The next tile, 34, is placed in Row 3, the topmost row it can go on. And finally, the 26 tile is added to Row 1, with the orientation of 62. The result is as follows:



The result is the sum of 8+5+1+4=18.

INPUT: Input a 4-digit integer that gives the initial numbers from Row 1 to Row 4, and a string of no more than fifty 2-digit integers, each separated by a single space. Each 2-digit integer represents the two numbers on each tile, both between 1 and 9, inclusive.

OUTPUT: After placing the tiles using the rules above, output the sum of the single-digit numbers on all of the tiles in the discard pile.

SAMPLE INPUT	SAMPLE OUTPUT
5923 56 85 27 73 14 34 62	18
8423 74 92 57 93 26 87 14 63 82 54 12	26
1253 51 81 35 84 95 26 59 13 71 35 46 28	31

2694 69 76 41 89 16 78 64 36 12 95 52	22
6479 58 73 92 54 75 35 78 25 81 24 16 95 36 82 14 27 43 13 51	45

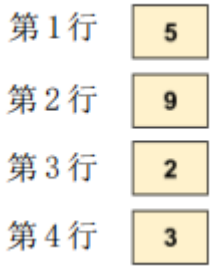
问题: ACSL Tiles 是一个与长方形图块有关的单人游戏。每个图块的两端都有一个位于 1 ~ 9 之间（包括 1 和 9）的个位数。游戏开始时，共 4 行，每一行都包含一个数字。游戏目标是构建行，将一个图块放在最顶层一行的右端，使得这行的最后一个数字与图块上的一个数字匹配。图块可以改变方向；例如，图块34和图块 43 相同。如果一个图块不能放置在任何一行中，则放弃该图块并将其归入 discard pile。当所有图块都已放置或放弃时，求 discard pile 中所有图块上个位数的总和。

示例:

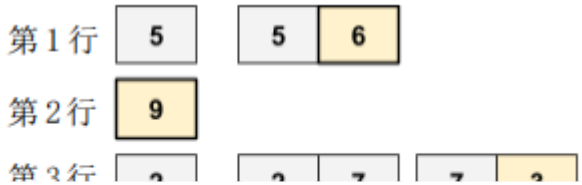
输入	输出
5923 56 85 27 73 14 34 62	18

详解:

游戏开始时，4 行初始数字为 5、9、2、3。



首先将图块 56 放在第 1 行，然后图块 85 归入 discard pile 。图块 27 和 73 都放在第 3 行，图块14 归入 discard pile。



接下来，将图块 34 放在第 3 行，而后返回第 1 行。最后，图块 26 旋转变成 62 后放在第 1 行。结果如下：

加总可得： 8+5+1+4=18。

输入: 输入一个 4 位数，这 4 位数字为第 1 行到第 4 行的初始数字, 后面跟着一串包含不超过 50 个的两位整数，数字之间用一个空格隔开。每个两位整数代表每个图块上两个位于1 - 9 之间（包括 1 和 9）的数字。

输出: 按照上述规则放置图块之后，输出 discard pile 中所有图块上个位数的总和。

样本输入	样本输出

5923 56 85 27 73 14 34 62	18
8423 74 92 57 93 26 87 14 63 82 54 12	26
1253 51 81 35 84 95 26 59 13 71 35 46 28	31
2694 69 76 41 89 16 78 64 36 12 95 52	22
6479 58 73 92 54 75 35 78 25 81 24 16 95 36 82 14 27 43 13 51	45

注意：
(1) 样本数据仅为部分测试数据，测试用例全部通过不代表通过本题。
(2) 你必须通过数据库中所有的测试点才能获得该题满分。
(3) java 语言里面的 class name（类名）需要用本题的 Source file name（即：acsljr）。
(4) 平台判分规则为调取 5 次 input 值，每次单独判分

Compiler Python 3/CPython

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1
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Submit Use your own custom input

Previous submissions

Click file name to reuse submission. NOTE: this will overwrite existing text.

Date File name Score Status Compiler