**Structured Programming Language Lab**

**Assignment 01**

**Problem 1: Alien Number System**

In an alien number system, a number **N** follows these rules:

* If N is **divisible by 3**, reverse its digits.
* If N is **divisible by 5**, replace all even digits with 0.
* If N is **divisible by both 3 and 5**, apply both rules in order.
* Otherwise, print the number as it is.

Example:

* Input: 135 → Output: 531 (Reversed because it’s divisible by 3)
* Input: 4010 → Output: 0010 (All even digits become 0)
* Input: 150 → Output: 051 (First reversed, then even digits changed)
* Input: 30345 → Output: 50303 (First reversed, then even digits changed)
* Input: 12345 → Output: 50301 (First reversed, then even digits changed)
* Input: 79 → Output: 79 (No change)

### ****Problem 2: Unpredictable Game Score****

A game has a scoring system based on three inputs:

* A (points from kills)
* B (points from assists)
* C (points from objectives)

The final score is calculated as:

* If A > B and A > C, double A.
* If B > A and B > C, double B.
* If C > A and C > B, double C.
* If two or more are equal, sum them up.
* If all are equal, triple the sum.

Write a program that takes A, B, and C as input and calculates the final score.

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| **Sample Input** | **Expected Output** |
| Enter points from kills (A): 10  Enter points from assists (B): 5  Enter points from objectives (C): 8 | Final Score: 20 (double A) |
| Enter points from kills (A): 4  Enter points from assists (B): 4  Enter points from objectives (C): 4 | Final Score: 36 (triple the sum) |
| Enter points from kills (A): 4  Enter points from assists (B): 4  Enter points from objectives (C): 8 | Final Score: 16 (double C) |
| Enter points from kills (A): 3  Enter points from assists (B): 4  Enter points from objectives (C): 4 | Final Score: 11 (A+B+C) |