# Exercise: Associative Arrays and Maps

Problems for in-class lab for the [“Technology Fundamentals” course @ SoftUni](https://softuni.bg/trainings/2056/technology-fundamental-september-2018#lesson-9616). Submit your solutions in the SoftUni judge system at: [Associative-Arrays-and-Maps-Exercise](https://judge.softuni.bg/Contests/1306/Associative-Arrays-and-Maps-Exercise)

## Words Tracker

Write a function that receives an **array of words** and finds **occurrences of given words** in that sentence. The input will come as **array of strings**. The **first string** will contain the **words** you will be looking for separated by a **space**. All **strings after that** will be the words you will be looking for. Print for **each word** how many times it **occurs**. The words should be **sorted by count in descending**.

### Example

|  |  |
| --- | --- |
| **Input** | **Output** |
| ['this sentence', 'In','this','sentence','you','have','to','count','the','occurances','of','the' ,'words','this','and','sentence','because','this','is','your','task'] | this - 3 sentence - 2 |

## Odd Occurrences

Write a function that extracts all the elements of a sentence odd number of times. (**case-insensitive**). The input comes as a **single string**. The words will be **separated by a single space**.

### Example

|  |  |
| --- | --- |
| **Input** | **Output** |
| 'Java C# Php PHP Java PhP 3 C# 3 1 5 C#' | c# php 1 5 |

## Piccolo

Write function that:

* Records a **car number** for every car that enters the **parking lot**
* Removes a **car number** when the car goes out
* Input will be array of strings in format **[direction, carNumber]**

Print the output with all car numbers which are in the parking lot **sorted in ascending by number**

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| ['IN, CA2844AA',  'IN, CA1234TA',  'OUT, CA2844AA',  'IN, CA9999TT',  'IN, CA2866HI',  'OUT, CA1234TA',  'IN, CA2844AA',  'OUT, CA2866HI',  'IN, CA9876HH',  'IN, CA2822UU'] | CA2822UU  CA2844AA  CA9876HH  CA9999TT |
| ['IN, CA2844AA',  'IN, CA1234TA',  'OUT, CA2844AA',  'OUT, CA1234TA'] | Parking Lot is Empty |

## Party Time

There is a party at SoftUni. Many guests are invited and they are **two types**: VIP and regular. When guests come to the party check if he/she **exists** in any of the **two reservation lists**.

The input will come as **array of strings**. You will be given the list with the guests before you receive a command **"PARTY"**

All reservation **numbers will be with 8 chars**

All **VIP numbers start with digit**

When you receive the command **"PARTY"** the guests start coming.

Output all guest, who didn't come to the party (VIP must be first)

### Examples

|  |  |  |  |
| --- | --- | --- | --- |
| **Input** | **Output** | **Input** | **Output** |
| ['7IK9Yo0h',  '9NoBUajQ',  'Ce8vwPmE',  'SVQXQCbc',  'tSzE5t0p',  'PARTY',  '9NoBUajQ',  'Ce8vwPmE',  'SVQXQCbc'  ] | 2  7IK9Yo0h  tSzE5t0p | ['m8rfQBvl',  'fc1oZCE0',  'UgffRkOn',  '7ugX7bm0',  '9CQBGUeJ',  '2FQZT3uC',  'dziNz78I',  'mdSGyQCJ',  'LjcVpmDL',  'fPXNHpm1',  'HTTbwRmM',  'B5yTkMQi',  '8N0FThqG',  'xys2FYzn',  'MDzcM9ZK',  'PARTY',  '2FQZT3uC',  'dziNz78I',  'mdSGyQCJ',  'LjcVpmDL',  'fPXNHpm1',  'HTTbwRmM',  'B5yTkMQi',  '8N0FThqG',  'm8rfQBvl',  'fc1oZCE0',  'UgffRkOn',  '7ugX7bm0',  '9CQBGUeJ'  ] | 2  xys2FYzn  MDzcM9ZK |

## Card Game

You are given a sequence of people and for every person what cards he draws from the deck. The input will be **array of strings**. Each string will be in format:

**{personName}: {PT, PT, PT,… PT}**

Where P (2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A) is the power of the card and T (S, H, D, C) is the type. The name can contain any ASCII symbol except **':'**. The input will always be valid and in the format described, there is no need to check it.

A single person cannot have more than one card with the same power and type, if he draws such a card he discards it. The people are playing with multiple decks. Each card has a value that is calculated by the power multiplied by the type. Powers **2 to 10** have the same value and **J to A** are **11 to 14**. Types are mapped to multipliers the following way (**S -> 4, H-> 3, D -> 2, C -> 1**).

Finally print out the total value each player has in his hand in the format:

**{personName}: {value}**

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| ['Pesho: 2C, 4H, 9H, AS, QS',  'Slav: 3H, 10S, JC, KD, 5S, 10S',  'Peshoslav: QH, QC, QS, QD',  'Slav: 6H, 7S, KC, KD, 5S, 10C',  'Peshoslav: QH, QC, JS, JD, JC',  'Pesho: JD, JD, JD, JD, JD, JD'] | Pesho: 167  Slav: 175  Peshoslav: 197 |

## Travel Time

Write a JavaScript program that **collects** and **orders** information about traveling destinations.

As **input** you will receive an **array of strings**.

Each string will consist of the following information with format:

"Country name > Town name > Travel cost"

Country name will be unique string, Town name will also be unique string, Travel cost will be a number.

If you receive the same Town name twice, you should keep the cheapest offer. Have in mind that one Country may have several Towns to visit.

After you finish the organizational part, you need to let Mariyka know which destination point to visit first. The order will be as follows: First sort Country names **alphabetically** and then sort by **lowest** Travel cost.

### Examples

|  |
| --- |
| **Input** |
| ["Bulgaria > Sofia > 500",  "Bulgaria > Sopot > 800",  "France > Paris > 2000",  "Albania > Tirana > 1000",  "Bulgaria > Sofia > 200" ] |
| **Output** |
| Albania -> Tirana -> 1000  Bulgaria -> Sofia -> 200 Sopot -> 800  France -> Paris -> 2000 |

## Company Users

Write a function which keeps information about companies and their employees.

You will receive **array of strings** containing **company** **name** and **employee's id.** Add each employee to the given company. Keep in mind that a company cannot have two employees with the same id.

When you finish reading data, **order the companies by the name in ascending order**.

Print the company name and each employee's id in the following format:

**{companyName}**

**-- {id1}**

**-- {id2}**

**-- {idN}**

**Input / Constraints**

* The input come **as array of strings**, each in the format: "**{companyName} -> {employeeId}**".
* The input always will be valid.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| ['SoftUni -> AA12345',  'SoftUni -> BB12345',  'Microsoft -> CC12345',  'HP -> BB12345'  ] | HP  -- BB12345  Microsoft  -- CC12345  SoftUni  -- AA12345  -- BB12345 |
| **Input** | **Output** |
| ['SoftUni -> AA12345',  'SoftUni -> CC12344',  'Lenovo -> XX23456',  'SoftUni -> AA12345',  'Movement -> DD11111'  ] | Lenovo  -- XX23456  Movement  -- DD11111  SoftUni  -- AA12345  -- CC12344 |

## A Miner Task

You are given an **array of strings**. Every **odd string** is representing a **resource** (e.g. Gold, Silver, Copper, and so on), and **every even** – **quantity**. Your task is to collect the resources and print them each on a new line.

**Print the resources and their quantities in format:**

**{resource} –> {quantity}**

The quantities inputs will be in the range [1 … 2 000 000 000]

**Examples**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Input** | **Output** |  | **Input** | **Output** |
| ['Gold',  '155',  'Silver',  '10',  'Copper',  '17'  ] | Gold -> 155  Silver -> 10  Copper -> 17 |  | ['gold',  '155',  'silver',  '10',  'copper',  '17',  'gold',  '15'  ] | gold -> 170  silver -> 10  copper -> 17 |

## \*Arena Tier

Pesho is a pro gladiator, he is struggling to become master of the Arena.

You will receive **several input lines** in one of the following formats:

"{gladiator} -> {technique} -> {skill}"

"{gladiator} vs {gladiator}"

The gladiator and technique are strings, the given **skill** will be an integer number. You need to keep track of **every gladiator**.

When you receive a **gladiator and his technique and skill**, add him to the gladiator pool, if he isn't present, else add his technique or update his skill, only if the current technique skill is lower than the new value.

If you receive **"{gladiator} vs {gladiator}"** and both gladiators exist in the tier, they duel with the following rules:

Compare their techniques, if they got at least one in common, the gladiator with better total skill points wins and the other is demoted from the tier -> remove him.

If they don't have techniques in common, the duel isn't happening and both continue in the Season.

You should end your program when you receive the command "Ave Cesar". At that point you should print the gladiators, **ordered by total skill in desecending order, then ordered by name in ascending order**. Foreach gladiator print their technique and skill, **ordered desecending, then ordered by technique name in ascending order**

### Input / Constraints

You will receive an **array of strings** as a parameter to your solution.

* The input comes in the form of commands in one of the formats specified above.
* Gladiator and technique **will always be one word string, containing no whitespaces**.
* Skill will be an **integer** in the **range [0, 1000]**.
* There will be **no invalid** input lines.
* The programm ends when you receive the command "Ave Cesar".

### Output

* The output format for each gladiator is:

"{gladiator}: {totalSkill} skill"

"- {technique} <!> {skill}"

***Scroll down to see examples.***

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| ['Pesho -> BattleCry -> 400',  'Gosho -> PowerPunch -> 300',  'Stamat -> Duck -> 200',  'Stamat -> Tiger -> 250',  'Ave Cesar'] | Stamat: 450 skill  - Tiger <!> 250  - Duck <!> 200  Pesho: 400 skill  - BattleCry <!> 400  Gosho: 300 skill  - PowerPunch <!> 300 | We order the gladiators by total skill points descending, then by name. We print every technique along its skill ordered descending by skill, then by technique name. |
| **Input** | **Output** |  |
| ['Pesho -> Duck -> 400',  'Julius -> Shield -> 150',  'Gladius -> Heal -> 200',  'Gladius -> Support -> 250',  'Gladius -> Shield -> 250',  'Pesho vs Gladius',  'Gladius vs Julius',  'Gladius vs Gosho',  'Ave Cesar'] | Gladius: 700 skill  - Support <!> 250  - Shield <!> 250  - Heal <!> 200  Pesho: 400 skill  - Duck <!> 400 | Gladius and Pesho don't have common technique, so the duel isn't valid.  Gladius wins vs Julius /common technique: "Shield". Julius is demoted.  Gosho doesn't exist so the duel isn't valid.  We print every gladiator left in the tier. |

## 10. \*Legendary Farming

You’ve beaten all the content and the last thing left to accomplish is own a legendary item. However, it’s a tedious process and requires quite a bit of farming. Anyway, you are not too pretentious – any legendary will do. The possible items are:

* **Shadowmourne** – requires **250 Shards**;
* **Valanyr** – requires **250 Fragments**;
* **Dragonwrath** – requires **250 Motes**;

**Shards, Fragments** and **Motes** are the **key materials**, all else is **junk.** You will be given as a string , such as **2 motes 3 ores 15 stones.** Keep track of the **key materials -** the **first** that reaches the **250 mark** **wins** the **race**. At that point, print the corresponding legendary obtained. Then, print the **remaining** shards, fragments, motes, ordered by **quantity** in **descending** order, then by **name** in **ascending** order, each on a new line. Finally, print the collected **junk** items, in **alphabetical** order.

### Input

* Input is a string in format **{quantity} {material} {quantity} {material} … {quantity} {material}**

### Output

* On the first line, print the obtained item in format **{Legendary item} obtained!**
* On the next three lines, print the remaining key materials in descending order by quantity
  + If two key materials have the same quantity, print them in alphabetical order
* On the final several lines, print the junk items in alphabetical order
  + All materials are printed in format **{material}: {quantity}**
  + All output should be **lowercase**, except the first letter of the legendary

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| '3 Motes 5 stones 5 Shards 6 leathers 255 fragments 7 Shards' | Valanyr obtained!  fragments: 5  shards: 5  motes: 3  leathers: 6  stones: 5 |

|  |  |
| --- | --- |
| **Input** | **Output** |
| '123 silver 6 shards 8 shards 5 motes 9 fangs 75 motes 103 MOTES 8 Shards 86 Motes 7 stones 19 silver' | Dragonwrath obtained!  shards: 22  motes: 19  fragments: 0  fangs: 9  silver: 123 |