ACSL

American Computer Science League

**008 2015 - 2016**

**Contest #2**

ACSL STRINGS  
JUNIOR DIVISION

PROBLEM: Every computer language has different string functions and many have a different method of finding a substring. For this program you will be asked to code the algorithm that replicates the string function SUBSTR (string, start, length) as defined below:

|  |  |
| --- | --- |
| **Parameter** | **Description** |
| *string* | Specifies the string on which the function is to be applied |
| *start* | * A non-negative number - Start at a specified position in the string * A negative number - Start at a specified position from the end of the string * Note the first character on the left is in position 0 |
| *length* | * A positive number - The number of characters to be returned from the start parameter * A negative number - The number of characters to be omitted from the end of the string * 0 – Returns all the characters from the start parameter to the end of the string |

INPUT: There will be 6 lines of input (there are 9 shown here for extra examples). The first line will be a character string of fewer than 100 characters. The remaining lines will each have 2 integers representing the start and length values of the function parameters.

OUTPUT: For each set of parameter values, print the substring produced. We guarantee that the first and/or last outputted character will not be a space. We also guarantee that each substring will be valid.

SAMPLE INPUT SAMPLE OUTPUT

1. Hello worl  
2. ello wor  
3. Hello  
4. world!  
5. Hello world   
6. llo worl  
7. Hello w   
8. rld!

1. Hello world!  
2. 0, 10  
3. 1, 8  
4. 0, 5  
5. 6, 6  
6. 0, -1  
7. -10, -2   
8. 0, -5  
9. -4, 0

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TEST DATA

TEST INPUT TEST OUTPUT

1. ALL-STAR CONTEST 2016 1. ALL-STAR C

2. 0, 10 2. -STAR CO

3. 3, 8 3. EST 2016

4. -8, 0 4. AR CONTES

5. 6, -6 5. CONT

6. -12, -8