# **Exercise: Multidimensional Lists**

Problems for exercise and homework for the [Python Advanced Course @SoftUni](https://softuni.bg/courses/python-advanced).

Submit your solutions in the SoftUni judge system at <https://judge.softuni.org/Contests/3194>.

## Flatten Lists

Write a program to flatten **several lists** of numbers received in the following format:

* String with numbers or empty strings separated by **"**|"
* Values are separated by spaces (**"** **"**, one or several)
* Order the output list from the **last** to the **first matrix sub-lists** and their values from **left** to **right** as shown below

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1 2 3 |4 5 6 | 7 88 | 7 88 4 5 6 1 2 3 |
| 7 | 4 5|1 0| 2 5 |3 | 3 2 5 1 0 4 5 7 |
| 1| 4 5 6 7 | 8 9 | 8 9 4 5 6 7 1 |

## Matrix Modification

Write a program that **reads a matrix** from the console and **changes its values**. On the first line, you will get the matrix's **rows - N**. You will get elements for each **column** on the following **N** lines, separated with a **single** **space**. You will be receiving commands in the following format:

* **"Add {row} {col} {value}"** – **Increase** the number at the given **coordinates** with the **value.**
* **"Subtract {row} {col} {value}"** – **Decrease** the number at the given **coordinates** by the **value**.

If **the coordinate is invalid**, you should **print** **"Invalid coordinates"**. A coordinate **is valid** if both of the given indexes are in range **[0; len() – 1]**.

When you receive **"END"**, you should **print the matrix** and **stop the program**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 3  1 2 3  4 5 6  7 8 9  Add 0 0 5  Subtract 1 1 2  END | 6 2 3  4 3 6  7 8 9 |
| 4  1 2 3 4  5 6 7 8  8 7 6 5  4 3 2 1  Add 4 4 100  Add 3 3 100  Subtract -1 -1 42  Subtract 0 0 42  END | Invalid coordinates  Invalid coordinates  -41 2 3 4  5 6 7 8  8 7 6 5  4 3 2 101 |

## Knight Game

Chess is the oldest game, but it is still popular these days. For this task, we will use only one chess piece - the **Knight**.

A chess knight has **8 possible moves** it can make, as illustrated. It can move to the **nearest** square but **not on the same**[**row**](https://en.wikipedia.org/wiki/Glossary_of_chess#rank), [**column**](https://en.wikipedia.org/wiki/Glossary_of_chess#file), or [**diagonal**](https://en.wikipedia.org/wiki/Glossary_of_chess#diagonal). (e.g., it can move two squares horizontally, then one square vertically, or it can move one square horizontally then two squares vertically - i.e., in an "**L**" pattern.)

The knight game is played on a board with dimensions **N x N**.

You will receive a board with **"K"** for knights and "**0"** for empty cells. Your task is to **remove knights** until there are **no knights left that can attack one another**.

### Input

* On the first line, you will receive integer **N** - thesize of the board
* On the following **N** lines, you will receive strings with **"K"** and "**0"**

### Output

* Print a **single integer** with the **minimum number of knights that need to be removed**

### Constraints

* The size of the board will be **0 < N < 30**
* Time limit: **0.3 sec**. Memory limit: **16 MB**

### Examples

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Input** | **Output** |  |  |  |  |
| 5  0K0K0  K000K  00K00  K000K  0K0K0 | 1 | 2  KK  KK | 0 | 8  0K0KKK00  0K00KKKK  00K0000K  KKKKKK0K  K0K0000K  KK00000K  00K0K000  000K00KK | 12 |

## Easter Bunny

*Your task is to collect as many eggs as possible for the holiday.*

On the first line, you will be given a **number** representing the **size of the field**. On the following few lines, you will be given a **field** with:

* **One bunny** - randomly placed in it and marked with the symbol **"B"**
* **Number** of eggs placed at different positions of the field and **traps** marked with **"X"**

Your job is to find out the **direction** in which the bunny should go in order to collect the **maximum** number of eggs. The directions that should be considered as possible are **up, down, left,** and **right.** If you reach a **trap** while checking some of the directions, you should **not** consider the fields after the trap in this direction. For more clarifications, see the examples below.

### Input

* **A number** representing the size of the field
* **The matrix** representing the field (each position **separated by a single space**)

### Output

* **The direction** which should be considered as **best (lowercase)**
* The field **positions** from which we are **collecting eggs as lists**
* The **total** number of eggs collected

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comment** |
| 5  1 3 7 9 11  X 5 4 X 63  7 3 21 95 1  B 1 73 4 9  9 2 33 2 0 | right  [3, 1]  [3, 2]  [3, 3]  [3, 4]  87 | The number of eggs if the bunny goes up is equal to 7. If he goes down = 9, there are no eggs on the left and 87 on the right. That's why the bunny should follow this direction (right) and collect the eggs provided there. |
| 8  4 18 9 7 24 41 52 11  54 21 19 X 6 34 75 57  76 67 7 44 76 27 56 37  92 35 25 37 52 34 56 72  35 X 1 45 4 X 37 63  105 X B 2 12 43 5 19  48 19 35 20 32 27 42 4  73 88 78 32 37 52 X 22 | down  [6, 2]  [7, 2]  113 |  |

## Alice in Wonderland

*Alice is going to the mad tea party, to see her friends. On the way to the party she needs to collect bags of tea.*

You will be given an integer **n** for the **size** of the Wonderland territory with a **square** shape. On the following **n** lines, you will receive the **rows** of the territory:

* Alice will be placed in a **random position**, marked with the letter "**A**".
* On the territory there will be bags of tea, represented as numbers. If Alice **steps on a number position**, she collects the tea bags and **increases the quantity with the corresponding number**.
* There will **always** be **one** **rabbit hole** on the territory **marked** with the **letter** "**R**".
* **All of the empty positions** will be marked with **"."**.

After the field state, you will be given **commands** for **Alice's movements**. Move commands can be: "**up**", "**down**", "**left**" or "**right**".

When Alice collects **at least** **10 bags of tea, she is ready to go to the tea party,** and she does **not need** to continue collecting. Otherwise, **if she** **steps on** **the rabbit hole** or **goes out of the territory**, she **can't return,** and the program **ends**.

In the end, all the path she walked has to be marked with **'\*'**.

For more clarifications, see the examples below.

### Input

* On the first line, you will be given the integer **n** – the size of the **square** matrix
* On the following n lines **- matrix** representing the field (each position **separated by a single space**)
* On each of the following lines you will be given a move command

### Output

* On the first line:
  + If Alice steps on the rabbit hole or she go out of the territory, print:

"**Alice didn't make it to the tea party."**

* + If she collected at least 10 bags of tea, print:

"**She did it! She went to the party.**"

* On the following lines, print the matrix.

### Constraints

* Alice will **always** either **go outside the Wonderland** or **collect 10 bags of tea**
* All the commands will be valid
* All of the given **numbers** will be valid **integers** in the range [0, 10]

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 5  . A . . 1  R . 2 . .  4 7 . 1 .  . . . 2 .  . 3 . . .  down  right  left  down  up  left | Alice didn't make it to the tea party.  . \* . . 1  \* \* \* . .  4 \* . 1 .  . . . 2 .  . 3 . . . |
| 7  . A . 1 1 . .  9 . . . 6 . 5  . 6 . R . . .  . 3 . . 1 . .  . . . 2 . . 2  . 3 . . 1 . .  . 8 3 . . . 2  left  down  down  right | She did it! She went to the party.  \* \* . 1 1 . .  \* . . . 6 . 5  \* \* . R . . .  . 3 . . 1 . .  . . . 2 . . 2  . 3 . . 1 . .  . 8 3 . . . 2 |

## Range Day

*You are participating in a Firearm course. It is a training* *day at the shooting range.*

You will be given a **matrix with 5 rows and 5 columns**. It is a **shotgun range** represented as some **symbols** separated by a **single space**:

* **Your position is** marked with the symbol "**A**"
* **Targets** marked withsymbol "**x**"
* **All of the empty positions** will be marked with "**.**"

After the field state, you will be given an integer representing the **number of commands** you will receive. The possible commands are:

* **"move {right/left/up/down} {steps}"** – you should **move** in the given **direction** with the given **steps**. **You can only move** if the field you want to **step on** **is marked with** **"."**.
* **"shoot {right/left/up/down}"** – you should **shoot** in the given direction (from your **current position without moving**). Beware that there might be targets that **stand in the way** of other targets, and you **cannot reach** them - you **can shoot** only **the** **nearest** target. **When you have shot a target, the field becomes empty position (".").**

**Validate** the positions since they can be **outside** the field.

Keep track of all the **shot targets**:

* If at any point there are **no targets left**, **end** the program and print: **"Training completed! All {count\_targets} targets hit."**.
* If, after you perform all **the commands,** there are some **targets left** print: **"Training not completed! {count\_left\_targets} targets left."**.

Finally, print the **index** **positions** of the **targets that you hit,** as shown in the examples.

### Input

* **5 lines** representing the field (symbols, **separated by a single space**)
* **N** - count of **commands**
* On the following **N lines** - the commands in the format described above

### Output

* On the **first line,** print one of the following:
  + If all the **targets** were **shot**

**"Training completed! All {count\_targets} targets hit."**

* + Otherwise:

**"Training not completed! {count\_left\_targets} targets left."**

* Finally, print the **index** **positions "[{row}, {column}]"** of the **targets that you hit**, as shown in the examples.

### Constrains

* All the **commands** will be **valid**
* There will **always be at least one target**

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| . . . . .  x . . . .  . A . . .  . . . x .  . x . . x  3  shoot down  move right 4  move left 1 | Training not completed! 3 targets left.  [4, 1] |
| . . . . .  . . . . .  . A x . .  . . . . .  . x . . .  2  shoot down  shoot right | Training completed! All 2 targets hit.  [4, 1]  [2, 2] |
| . . . . .  . . . . .  . . x . .  . . . . .  . x . . A  3  shoot down  move right 2  shoot left | Training not completed! 1 targets left.  [4, 1] |

## Present Delivery

*The presents are ready, and Santa has to deliver them to the kids.*

You will receive an integer **m** for the **number** of **presents** Santa has and an integer **n** for the **size** of the **neighborhood** with a **square** shape. On the following lines, you will receive the **matrix**, which represents the neighborhood.

Santa will be in a **random** **cell**, marked with the letter **"S"**. Each cell stands for a house where children may live. If the cell has **"X"** on it, that means there lives a **naughty** kid. Otherwise, if a **nice** kid lives there, the cell is marked by **"V"**. There can also be cells marked with **"C"** for cookies. **All of the empty positions** will be marked with **"-"**.

Santa can move "**up**", **"down"**, **"left"**, **"right"** with **one position** each time. These will be the **commands** that you receive. If he moves to a house with a **nice** kid, the kid **receives a present**, but if Santa reaches a house with a **naughty** kid, he **doesn't** drop a present. If the command sends Santa to a cell marked with **"C"**, Santa eats cookies and becomes happy and extra generous to **all the kids around him**\* (meaning all of them will receive presents - it doesn't matter if naughty or nice). If Santa has been to a house, the cell becomes **"-"**.

**Note**: \*around him means on his left, right, upwards, and downwards by one cell. In this case, **Santa** doesn't move to these cells, or if he does, he **returns** to the **cell** where the **cookie** was.

If Santa runs out of presents **or** receives the command "**Christmas morning**", you should end the program.

Keep in mind that you should check whether all the nice kids received presents.

### Input

* On the first line, you are given the integer **m** - the count of presents
* On the second - integer **n** - the size of the neighborhood
* The **following n lines** hold the values for every **row**
* On each of the following lines you will get a command

### Output

* On the first line:
  + If Santa runs out of presents, **but** there are still some **nice** kids left print: "**Santa ran out of presents!**"
* Next, print the matrix.
* In the end, print one of these messages:
  + If he manages to give **all** the nice kids presents, print:  
    "**Good job, Santa! {count\_nice\_kids} happy nice kid/s.**"
  + Otherwise, print:   
    **"No presents for {count nice kids} nice kid/s."**

### Constraints

* The size of the **square** matrix will be between **[2…10].**
* Santa's position will be marked with '**S**'.
* There will **always** be **at** **least** **1** **nice** kid.
* There **won't be a case** where the cookie is on the border of the matrix.

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| 5  4  - X V -  - S - V  - - - -  X - - -  up  right  down  right  Christmas morning | - - - -  - - - S  - - - -  X - - -  Good job, Santa! 2 happy nice kid/s. | Santa has 5 presents. The size of the matrix is 4. After we receive the matrix, we start reading commands. The first one is "up". The "X" means there is a naughty kid, so Santa moves on without dropping any presents. Next, he reaches a nice kid and drops a present. The "down" command moves Santa to an empty cell. The last command before the "Christmas morning" message is "right". Again we have a nice kid. The count of nice kids reached 2, and we don't have any nice kids without presents left. So we print the appropriate message. |
| 3  4  - - - -  V - X -  - V C V  - - - S  left  up | Santa ran out of presents!  - - - -  V - - -  - - S -  - - - -  No presents for 1 nice kid/s. | The commands send Santa to a cell with a cookie, so all of the kids around him receive presents. He runs out of presents because we have 3 kids there and only 3 presents. The program ends, and we have 1 nice kid that hasn't received a present. |

### Examples