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**Jumping over odd sequences****X50565\_en**

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Write a program that given a sequence of  $n$  positive natural numbers  $x_1, \dots, x_n$ , writes them in jumps. The length of each jump depends on the read number  $x_i$  (which is also counted as part of the jump).

For instance, if the sequence is 2 1 3 5 7 4 9 5, the program will read the first element (2) which requires a jump of two elements (itself and the next 1), landing in the element 3. Thus, the next jump will have length three (the 3 itself, and the two elements after it, 5 and 7) and will land in element 4. Finally, the next jump of 4 elements will fly over the remaining elements until the end of the sequence. Note that "jumping" requires reading the elements, without using their value to decide the length of the next jump.

The program must read the whole sequence, informing about:

- In which element each jump lands.
- If an even element is jumped over, the program must inform of which was it.

**Exam score:** 4.000000 **Automatic part:** 40.000000%

**Input**

A non-empty sequence of strictly positive natural numbers.

**Output**

The output consists of:

- The elements where each jump lands.
- The even elements jumped over, if any.

**Sample input 1**

1 3 9 11 4 5 17

**Sample output 1**

```
aterrant a: 1
aterrant a: 3
aterrant a: 4
```

**Sample input 2**

1 2 1 5 3 1 2 1 1 7 3 1

**Sample output 2**

```
aterrant a: 1
aterrant a: 2
aterrant a: 5
sobrevolant parell: 2
aterrant a: 1
aterrant a: 7
```

**Sample input 3**

2 3 1 4 1 1 1 2

**Sample output 3**

```
aterrant a: 2
aterrant a: 1
aterrant a: 4
aterrant a: 2
```

#### Sample input 4

```
2 1 3
```

#### Sample input 5

```
2 2 4
```

#### Sample input 6

```
2 4 6 4 2 8 6 4 2 1
```

#### Sample output 4

```
aterrant a: 2  
aterrant a: 3
```

#### Sample output 5

```
aterrant a: 2  
sobrevolant parell: 2  
aterrant a: 4
```

#### Sample output 6

```
aterrant a: 2  
sobrevolant parell: 4  
aterrant a: 6  
sobrevolant parell: 4  
sobrevolant parell: 2  
sobrevolant parell: 8  
sobrevolant parell: 6  
sobrevolant parell: 4  
aterrant a: 2
```

#### Problem information

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