# **More Exercises: Strings and Regular Expressions**

This document defines the exercise assignments for the "Programming Fundamentals" course @ Software University. Please submit your solutions (source code) of all below described problems in Judge.

# 1. Censorship

Write a program, which takes as an input a single word and a sentence. Your program should search for the word in the sentence and replace every letter of the word with '\*'. You should do that for every occurrence of the word. Replace only words, which are exactly the same case as the given on the first line word. Notice that you should replace the word, even if it is part of another word.

### Input

The input will consist of two lines:

- On the **first** line, will be the **word**, which you have to **censor**.
- On the **second** line, will be the **sentence**, which you need to **censor**.

### **Output**

Print the sentence after it is censored.

## **Examples**

Input	Output
money Show me the money	Show me the ****
Doom Doom and Gloom	**** and Gloom
Java I love Java and JavaScript, but I hate Rxjava	I love **** and ****Script, but I hate Rxjava

## 2. Email Me

Last night Pesho received the email of a girl. Unfortunately, he cannot remember whether she was worth it. He has a plan on how to decide if he should message the girl and he needs your programming skills.

He will give you her email and your task is to subtract the sum of the characters after the '@' from the sum of the characters **before** the '@'.

If the result is equal or greater than 0 – he will write her email, otherwise he will not.

### Input

You will receive single line with the email of the girl.

## Output

If the result is equal or greater than 0 print:

Call her!

#### Otherwise print:

She is not the one.























## **Examples**

Input	Output
maria@abv.bg	She is not the one.
gergana.ivanova@yahoo.com	Call her!

# 3. Karate Strings

The most notorious person in SoftUni – Pesho is trying to become a karate master. Being a programmer, Pesho has no idea how to train, so he decided to train on strings.

His punches are marked with '>'. Immediately after the mark, there will be an integer, which signifies the strength of the punch.

You should remove x characters (where x is the strength of the punch), starting after the punch character ('>'). If you find another punch mark ('>') while you're deleting characters, you should add the strength to your previous punch.

When all characters are processed, print the string without the deleted characters.

You should **not** delete the **punch** character – '>', but you should **delete** the **integers**, which represent the **strength**.

### Input

You will receive single line with the string, which is used by Pesho for training.

## **Output**

Print what is left from the string after Pesho's punches.

#### **Constraints**

- You will always receive a strength for the punches
- The path will consist only of letters from the Latin alphabet, integers and the char '>'
- The strength of the punches will be in the interval [0...9]

## **Examples**

Input	Output	Comments
abv <mark>&gt;1&gt;1&gt;2&gt;2</mark> asdasd	abv>>>>dasd	1st punch is at index 3 and it is with strength of 1. We delete only the digit after the punch character. The string will look like this: abv>>1>2>2asdasd
		<pre>2nd punch is with strength one and the string transforms to this: abv&gt;&gt;&gt;2&gt;2asdasd</pre>
		3 <sup>rd</sup> punch is now with strength of 2. We delete the digit and we find another punch. At this point the string looks like this: abv>>>>>2asdasd.
		punch is with strength 2. We have 1 strength left from the previous punch, we add the strength of the current punch to what is left and that adds up to a total strength of 3. We delete the next three characters and we receive the string abv>>>>dasd
		We do <b>not</b> have <b>any more punches</b> and we print the result: abv>>>>dasd



















Input	Output
pesho>2sis>1a>2akarate>4hexmaster	pesho>is>a>karate>master

# 4. \* Morse Code Upgraded

You have written new secret way to transmit coded messages. You will receive the input in the format:

{firstLetterOfTheMessage}|{secondLetterOfTheMessage}|...|{nthLetterOfTheMessage}

Each part of the message will consist only of '0' and '1'. Each part of the message will transform into a character from the printable range of the ASCII table [32...126 (space...~)]. The transformation for each part happens in the following way:

- Each **0** adds **3** to the total sum.
- Each 1 adds 5 to the total sum.
- Every time you receive a sequence of equal digits, the sum increases by the count of the equal digits.

The sum should give you the **ASCII code** of a **character**. The final message consists of all deciphered signs.

Example: 101010101010101 → The message has nine ones and eight zeroes. There are no consecutive equal digits, which means the total is 8\*3+9\*5=69  $\rightarrow$  the letter 'E'.

Example 2: 1110011111111  $\rightarrow$  The message has eleven ones and three zeroes. This sums up to 11 \* 5 + 2 \* 3 = 61 On top of that we have three sequences with equal digits:

- The first three digits are ones, so we add 3 to the sum (the current sum equals 61 + 3 = 64)
- The next two digits are zeroes, so we add 2 to the sum (the current sum equals 64 + 2 = 66)
- The next eight digits are ones, so we add 8 to the sum (the current sum equals 66 + 8 = 74).
- We reached the **end of the string**, and the **final ASCII code is 74** 'J'.

#### Input

You will receive a single line with the letters from the message. They will be separated with single pipe - '|'

### Output

Print only the deciphered message.

#### **Constraints**

- Each coded letter will consist of either '1' or '0'.
- The ASCII codes will be in the interval [32...126].

## **Examples**

Input	Output
111000001110000 11111111111111111	Hi

Input	Output
010101010101011 1110011111100001111110 11100111111	111110 0 Goodbye
00011000011111010110 1100100110101010111100 1111000000	10011001
1010101 110001100101110101101	



















## 5. Only Letters

Write a program which takes a string message as input and replaces all numbers with the letter immediately after the number.

### Input

You will receive a single line with the message, which you need to correct.

## **Output**

Print only the corrected message.

## **Examples**

Input	Output
ChangeThis12andThis56k	ChangeThisaandThiskk

Input	Output
1Beware72ForThe4End88888	BBewareFForTheEEnd88888

### 6. Email Statistics

You will receive n emails from the console. Some of these emails will be invalid. In order one email to be valid it should pass the following conditions:

- The username of the user should be at least 5 characters long and consist only of uppercase and lowercase Latin letters.
- The username should be followed immediately by '@'.
- The domain part should consist of **two** parts:
  - The mail server, which should contain only lowercase Latin letters and should be at least 3 letters
  - The top-level domain, which can be one of the following: .com, .bg or .org

At the end, print data in the **format** described in the **output** section.

## Input

- On the **first** line, you will receive **n** the **count** of emails.
- On the next **n** lines, you will receive **emails**.

## **Output**

Print the **domains** in the **format**:

```
{1st domain}:
### {1st username}
### {2<sup>nd</sup> username}
### {nth username}
{nth domain}
### {1st username}
### {nth username}
```



















Order the domains by the counts of usernames in the domain in descending order. If they are equal, print them in the order, in which they were received.

Order the usernames by the time of receiving.

If you receive **two** of the **same username** for one **domain – ignore** it.

### **Examples**

Input	Output
5 Pesho@abv.bg JohnDowe@gmail.com Maria@gmail.com invalid123@dir.bg nakov@yahoo.com	<pre>gmail.com: ### JohnDowe ### Maria abv.bg: ### Pesho yahoo.com: ### nakov</pre>

Input	Output
5	abv.bg:
Georgi@abv.bg	### Georgi
Petran@gmail.com	### superMan
Vladi@gmail.com	<pre>gmail.com:</pre>
super_man@abv.bg	### Petran
superMan@abv.bg	### Vladi

#### 7. Hideout

You are a detective from Scotland Yard and you need to find the hideout of a very dangerous group of criminals. You will receive a map in the form of a string and after that you will receive clues from the intelligence.

On the next unknown amount of lines, you will receive arrays containing two elements:

- The first element will be the character, which marks the hideout.
- The second element will be the minimum count of characters, which you need to search.

The array will be in format: "{searchedCharacter} {minimumCount}".

If you cannot find a hideout  $\rightarrow$  continue reading the next two lines.

If you find a hideout  $\rightarrow$  stop the program and print the **index** where the hideout starts and the **length** of the hideout.

## Input

- On the **first** line, you will receive **the map**, which will contain random strings.
- On the next **unknown** amount of lines, you will receive **arrays** 
  - The first element is the searched character
  - o The second element is the minimum count, which should be searched

## **Output**

If you find the hideout, print:

















"Hideout found at index {indexOfTheFirstChar} and it is with size {lengthOfTheFoundString}!"

### **Examples**

Input	Output
asd@@asdasd@@@@@@asdasd asdsad @ 5	Hideout found at index 11 and it is with size 7!

Input	Output
asd@@asd***asdasdsad123%4521Asd sad**********ASssda & 3 * 20 * 10 * 2	Hideout found at index 34 and it is with size 12!

### 8. \* Mines

You have the very prosperous and modern profession of mine examiner. The problem is that your job is quite dangerous, so you decided to write a program, which calculates the power of the mines.

The mines will be in format <{firstCharacter}{secondCharacter}>. When you encounter a mine, you should destroy all its characters. The mine also destroys n characters to the left and right of itself. n is determined by the absolute value of the subtraction of the ASCII codes of the first character and the second characters. Replace the **destroyed** characters with underscores – '\_'.

Example: we received the following string:

#### bewareOf<AF>TheMines

The mine is  $\langle AF \rangle$ . The power of the mine will equal |A(65) - F(70)| = 5. When the mine explodes, we have the following string:



(Legend: red – mine, green – blast radius)

### Input

You will receive single line with the string, which you need to check for mines.

## Output

Print the string after the explosions.

#### **Constraints**

- The length of the text will be in the range [1...500].
- Mine explosions will not overlap with other bombs.

## **Examples**

Input	Output
bewareOf <af>TheMines</af>	bewnes

















Input	Output
TwoMin <ag>esWillBeHe<hh>reMuchDangerous</hh></ag>	BeHereMuchDangerous

















