## Exercises: C# Basics - More Exercises

Problems for exercises and homework for the "Programming Fundamentals Extended" course @ SoftUni.

#### Problem 1. X

Write a program, which **prints** an **X figure** with height **n**.

N will be an odd number in the range [3...99].

#### **Examples**

|       |        | _ |       |
|-------|--------|---|-------|
| Input | Output |   | Input |
| 3     | хх     |   | 5     |
|       | Х      |   |       |
|       | хх     |   |       |
|       |        |   |       |
|       |        |   |       |
|       |        |   |       |
|       |        |   |       |
|       |        |   |       |
|       |        |   |       |
|       |        |   |       |

| Input | Output     |
|-------|------------|
| 5     | x x        |
|       | хх         |
|       | Х          |
|       | X X<br>X X |
|       | X X        |
|       |            |
|       |            |
|       |            |
|       |            |
|       |            |

| Input | Oı | utput |
|-------|----|-------|
| 11    | x  | X     |
|       | x  | Х     |
|       | х  | X     |
|       | х  | X     |
|       | X  | X     |
|       |    | X     |
|       | X  | X     |
|       | Х  | Χ     |
|       | Х  | Х     |
|       | X  | Х     |
|       | х  | Х     |

# **Problem 2. Vapor Store**

After the previous problem, you feel like taking a break, so you go on the **Vapor Store** to buy some video games. Write a program, which helps you buy the games. The **valid games** are the following games in this table:

| Name                       | Price   |
|----------------------------|---------|
| OutFall 4                  | \$39.99 |
| CS: OG                     | \$15.99 |
| Zplinter Zell              | \$19.99 |
| Honored 2                  | \$59.99 |
| RoverWatch                 | \$29.99 |
| RoverWatch Origins Edition | \$39.99 |

On the first line, you will receive your current balance – a floating-point number in the range [0.00...5000.00].

Until you receive the command "Game Time", you have to keep buying games. When a game is bought, the user's balance decreases by the price of the game.

Additionally, the program should obey the following conditions:

- If a game the user is trying to buy is **not present** in the table above, print "**Not Found**" and **read the next line**.
- If at any point, the user has \$0 left, print "Out of money!" and end the program.
- Alternatively, if the user is trying to buy a game which they can't afford, print "Too Expensive" and read
  the next line.



















When you receive "Game Time", print the user's remaining money and total spent on games, rounded to the 2<sup>nd</sup> decimal place.

### **Examples**

| Input                                       | Output  |
|---|---|
| 120<br>RoverWatch<br>Honored 2<br>Game Time | Bought RoverWatch Bought Honored 2 Total spent: \$89.98. Remaining: \$30.02 |

| Input                 | Output               |
|-----------------------|----------------------|
| 19.99                 | Not Found            |
| Reimen origin         | Too Expensive        |
| RoverWatch RoverWatch | Bought Zplinter Zell |
| Zplinter Zell         | Out of money!        |
| Game Time             |                      |

| Input   | Output   |
|---|--|
| 79.99<br>OutFall 4<br>RoverWatch Origins Edition<br>Game Time | Bought OutFall 4 Bought RoverWatch Origins Edition Total spent: \$79.98. Remaining: \$0.01 |

## **Problem 3. Megapixels**

Write a program, which, given an **image resolution** (width and height), calculates its **megapixels**. Megapixels (short for millions of pixels) are calculated by **counting** all the **image pixels**, then **dividing** the result by **1000000**.

The megapixels must always be rounded to the first digit after the decimal point (i.e. 0.786 MP  $\rightarrow$  0.8MP).

#### Input

- First Line the width of the image integer in range [1...20000]
- Second Line the height of the image integer in range [1...20000]

## **Examples**

| Input       | Output            |  |
|-------------|-------------------|--|
| 1024<br>768 | 1024x768 => 0.8MP |  |

| Input | Output             |  |
|-------|--------------------|--|
| 1920  | 1920x1080 => 2.1MP |  |
| 1080  |                    |  |

| Input | Output              |  |
|-------|---------------------|--|
| 5344  | 5344x3006 => 16.1MP |  |
| 3006  |                     |  |

#### **Hints**

• To round a number, you can use the <a href="Math.Round">Math.Round</a> method.

## **Problem 4. Photo Gallery**

Write a program, which receives **image metadata** as input and prints information about the image, such as its **filename**, **date taken**, **size**, **resolution** and **aspect ratio**. Also, calculate the **orientation** of the image. The **3** orientations are: **portrait**, **landscape** and **square**.



















#### Input

- First line the photo's number an integer in the range [0...9999]
- Second, third, fourth line the day, month and year the photo was taken integers forming valid dates in the range [01/01/1990...31/12/2020]
- Fifth, sixth line the hours and minutes the photo was taken integers in the range [0...23]
- Seventh line the photo's size in bytes integer in the range [0...999000000]
- **Eighth, ninth line** the photo's **resolution** (width and height) in pixels integers in the range [1...10000]

### **Output**

- The **name** should be printed in the format "**DSC\_xxxx.jpg**".
- The date and time taken should be printed in the format "dd/mm/yyyy hh:mm".
- The size should be printed in standard human-readable format (i.e. 950 bytes = 950B, 500000 bytes = 500KB, 1500000 bytes = 1.5MB).
- The **resolution** should be printed in the following format: "{width}x{height}".
- The **orientation** can be one of three valid values: **portrait**, **landscape** and **square**.

### **Examples**

| Input  | Output  |
|--|---|
| 35<br>25<br>12<br>2003<br>12<br>3<br>1500000<br>5334<br>3006 | Name: DSC_0035.jpg Date Taken: 25/12/2003 12:03 Size: 1.5MB Resolution: 5334x3006 (landscape) |

| Input                                     | Output  |
|---|---|
| 533<br>20<br>3                            | Name: DSC_0533.jpg<br>Date Taken: 20/03/1993 11:33<br>Size: 350KB |
| 1993<br>11<br>33<br>350000<br>768<br>1024 | Resolution: 768x1024 (portrait)                                   |

| Input   | Output  |  |  |
|---|---|--|--|
| 6552<br>12<br>11<br>2012<br>15<br>33<br>850<br>1000 | Name: DSC_6552.jpg Date Taken: 12/11/2012 15:33 Size: 850B Resolution: 1000x1000 (square) |  |  |

## **Problem 5. BPM Counter**

Write a program, which receives BPM (beats per minute) and number of beats from the console and calculates how many bars (1 bar == 4 beats) the beats equal to, then calculates the length of the sequence in minutes and seconds.

The bars must always be rounded to the first digit after the decimal point (i.e. 1.75 bars -> 1.8 bars).























### **Examples**

| Input | Output |      |   |    |    |
|-------|--------|------|---|----|----|
| 60    | 15     | bars | - | 1m | 0s |
| 60    |        |      |   |    |    |

| Input | Output             |  |  |
|-------|--------------------|--|--|
| 128   | 21.2 bars - 0m 39s |  |  |
| 85    |                    |  |  |

| Input     | Output          |  |  |
|-----------|-----------------|--|--|
| 522<br>80 | 20 bars - 0m 9s |  |  |

## **Problem 6. DNA Sequences**

You are a molecular biologist, who's on the verge of figuring out gene manipulation. But first you need to see what DNA sequences you're working with, so you decide to write a program to do it for you.

Write a program, which prints all the possible nucleic acid sequences (A, C, G and T), in the range [AAA...TTT]. Each nucleic acid sequence is exactly 3 nucleotides (letters) long. Print a new line every 4 sequences. Each nucleotide has a corresponding numeric value – A  $\rightarrow$  1, C  $\rightarrow$  2, G  $\rightarrow$  3, T  $\rightarrow$  4.

For every sequence, take the sum of its elements (e.g. ACAC  $\rightarrow$  1 + 2 + 1 + 2 = 6) and if it's equal to or larger than the match sum, print the sequence with an "O" before and after it, otherwise print "X" before and after it.

#### **Examples**

| Input | Output |       |       |       |
|-------|--------|-------|-------|-------|
| 5     | XAAAX  | XAACX | OAAGO | OAATO |
|       | XACAX  | OACCO | OACGO | OACTO |
|       | OAGAO  | OAGCO | OAGGO | OAGTO |
|       | OATAO  | OATCO | OATGO | OATTO |
|       | XCAAX  | OCACO | OCAG0 | OCATO |
|       | OCCA0  | 0000  | OCCG0 | ОССТО |
|       | OCGAO  | OCGCO | OCGGO | OCGT0 |
|       | OCTAO  | OCTCO | OCTG0 | OCTTO |
|       | OGAAO  | OGACO | OGAGO | OGATO |
|       | OGCAO  | OGCCO | OGCGO | OGCTO |
|       | OGGAO  | OGGCO | OGGGO | OGGTO |
|       | OGTAO  | OGTCO | OGTGO | OGTTO |
|       | OTAAO  | OTACO | OTAGO | OTATO |
|       | OTCA0  | OTCCO | OTCGO | ОТСТО |
|       | OTGAO  | OTGCO | OTGGO | OTGTO |
|       | OTTAO  | OTTCO | OTTGO | OTTTO |

| Input | Output   | Comments                         |
|-------|--|----------------------------------|
| 11    | XAAAX XAACX XAAGX XAATX<br>XACAX XACCX XACGX XACTX | Combinations, where "sum >= 11": |
|       | XAGAX XAGCX XAGGX XAGTX                            | GTT → 3+4+4 → 11                 |
|       | XATAX XATCX XATGX XATTX                            | TGT → 4+3+4 → 11                 |
|       | XCAAX XCACX XCAGX XCATX                            | TTG → 4+4+3 → 11                 |
|       | XCCAX XCCCX XCCGX XCCTX                            | TTT → 4+4+4 → 12                 |
|       | XCGAX XCGCX XCGGX XCGTX                            |                                  |
|       | XCTAX XCTCX XCTGX XCTTX                            |                                  |
|       | XGAAX XGACX XGAGX XGATX                            |                                  |
|       | XGCAX XGCCX XGCGX XGCTX                            |                                  |
|       | XGGAX XGGCX XGGTX                                  |                                  |
|       | XGTAX XGTCX XGTGX OGTTO                            |                                  |
|       | XTAAX XTACX XTAGX XTATX                            |                                  |
|       | XTCAX XTCCX XTCGX XTCTX                            |                                  |
|       | XTGAX XTGCX XTGGX OTGTO                            |                                  |
|       | XTTAX XTTCX OTTGO OTTTO                            |                                  |

| Input | Output                  | Comments            |
|-------|-------------------------|---------------------|
| 10    | XAAAX XAACX XAAGX XAATX | Combinations, where |
|       | XACAX XACCX XACGX XACTX | "sum >= 10":        |
|       | XAGAX XAGCX XAGGX XAGTX | CTT → 2+4+4 → 10    |
|       | XATAX XATCX XATGX XATTX | GGT → 3+3+4 → 10    |
|       | XCAAX XCACX XCAGX XCATX | GTG → 3+4+3 → 10    |
|       | XCCAX XCCCX XCCGX XCCTX | GTT → 3+4+4 → 11    |
|       | XCGAX XCGCX XCGGX XCGTX | TCT → 4+2+4 → 10    |
|       | XCTAX XCTCX XCTGX OCTTO | TGG → 4+3+3 → 10    |
|       | XGAAX XGACX XGAGX XGATX | TGT → 4+3+4 → 11    |
|       | XGCAX XGCCX XGCGX XGCTX | TTC → 4+4+2 → 10    |
|       | XGGAX XGGCX XGGGX OGGTO | TTG → 4+4+3 → 11    |
|       | XGTAX XGTCX OGTGO OGTTO | TTT → 4+4+4 → 12    |
|       | XTAAX XTACX XTAGX XTATX |                     |
|       | XTCAX XTCCX XTCGX OTCTO |                     |
|       | XTGAX XTGCX OTGGO OTGTO |                     |
|       | XTTAX OTTCO OTTGO OTTTO |                     |





















# **Problem 7. Training Hall Equipment**

As the new intern in SoftUni, you're tasked with equipping the new training halls with all the necessary items to lead quality technical trainings. You'll be given a budget and a list of items to buy. The other intern will be tasked with plugging in everything and hopefully not getting anyone electrocuted in the process...

### Input

- On the first line, you will receive your **budget** a floating-point value in the range [0...1000000]
- On the second line, you will receive the **number of items** you need to buy an integer in the range [0...10]
- On the next **count\*3** lines, you will receive the **item data** as such:
  - 1. The item name string
  - 2. The item price floating-point value in the range [0.50...1000.00]
  - 3. The item count integer in the range [0...1000]

#### **Output**

Every time an item is added to the cart, print "Adding {count} {item} to cart." on the console. Make sure to pluralize item names (if the item count isn't 1, add an S at the end of the item name). After all of the items have been added to the cart, you need to calculate the subtotal of the items and check if the budget will be enough.

- If it's enough, print "Money left: \${moneyLeft}", formatted to the 2<sup>nd</sup> decimal point.
- Otherwise, print "Not enough. We need \${moneyNeeded} more.", formatted to the 2<sup>nd</sup> decimal

### **Examples**

| Output                  |  |
|-------------------------|--|
| cart.<br>cart.<br>cart. |  |
| 2                       |  |

| Input      | Output                        |
|------------|-------------------------------|
| 700        | Adding 1 projector to cart.   |
| 3          | Adding 3 hdmi cables to cart. |
| projector  | Adding 80 chairs to cart.     |
| 399.99     | Subtotal: \$660.16            |
| 1          | Money left: \$39.84           |
| hdmi cable |                               |
| 6.99       |                               |
| 3          |                               |
| chair      |                               |
| 2.99       |                               |
| 80         |                               |
| desk       |                               |
| 99.99      |                               |
| 25         |                               |

| Input      | Output                            |  |  |
|------------|-----------------------------------|--|--|
| 2000       | Adding 1 whiteboard to cart.      |  |  |
| 4          | Adding 10 markers to cart.        |  |  |
| whiteboard | Adding 20 chalks to cart.         |  |  |
| 150        | Adding 15 beanbag chairs to cart. |  |  |
| 1          | Subtotal: \$2029.75               |  |  |
| marker     | Not enough. We need \$29.75 more. |  |  |
| 6.99       |                                   |  |  |
| 10         |                                   |  |  |
| chalk      |                                   |  |  |



















# **Problem 8. \* SMS Typing**

Write a program, which emulates typing an SMS, following this guide:

| 1    | 2     | 3    |
|------|-------|------|
|      | abc   | def  |
| 4    | 5     | 6    |
| ghi  | jkl   | mno  |
| 7    | 8     | 9    |
| pqrs | tuv   | wxyz |
|      | 0     |      |
|      | space |      |

Following the guide, 2 becomes "a", 22 becomes "b" and so on.

#### Input

- On the first line, you will receive **n** the **number of characters integer** in the range [1...30]
- On the next n lines, you will receive integers, representing the **text message characters**.

## **Output**

Print all the characters together, forming a **text message string**.

# **Examples**

| Input | Output | Input | t Output  |  | Input | Output  |  |
|-------|--------|-------|-----------|--|-------|---------|--|
| 5     | hello  | 9     | hey there |  | 7     | meet me |  |
| 44    |        | 44    |           |  | 6     |         |  |
| 33    |        | 33    |           |  | 33    |         |  |
| 555   |        | 999   |           |  | 33    |         |  |
| 555   |        | 0     |           |  | 8     |         |  |
| 666   |        | 8     |           |  | 0     |         |  |
|       |        | 44    |           |  | 6     |         |  |
|       |        | 33    |           |  | 33    |         |  |
|       |        | 777   |           |  |       |         |  |
|       |        | 33    |           |  |       |         |  |

#### **Hints**

- A naïve approach would be to just put all the possible combinations of digits in a giant **switch** statement.
- A cleverer approach would be to come up with a mathematical formula, which converts a number to its alphabet representation:

















| Digit  | 2     | 3     | 4     | 5       | 6           | 7              | 8           | 9              |
|--------|-------|-------|-------|---------|-------------|----------------|-------------|----------------|
| Index  | 0 1 2 | 3 4 5 | 6 7 8 | 9 11 12 | 13 14<br>15 | 16 17 18<br>19 | 20 21<br>22 | 23 24 25<br>26 |
| Letter | a b c | def   | ghi   | j k 1   | m n o       | pqrs           | tuv         | w x y z        |

- Let's take the number 222 (c) for example. Our algorithm would look like this:
  - Find the number of digits the number has "e.g. 222 → 3 digits"
  - Find the main digit of the number "e.g. 222 → 2"
  - o Find the offset of the number. To do that, you can use the formula: (main digit 2) \* 3
  - o If the main digit is 8 or 9, we need to add 1 to the offset, since the digits 7 and 9 have 4 letters each
  - $\circ$  Finally, find the **letter index** (a  $\Rightarrow$  0, c  $\Rightarrow$  2, etc.). To do that, we can use the following formula: (offset + digit length - 1).
  - o After we've found the **letter index**, we can just add that to **the ASCII code** of the lowercase letter "**a**" (97)

















