

Practice problems aimed to improve your coding skills.

- PRACTICE-02\_SCAN-PRINT
- PRACTICE-03\_TYPES
- LAB-PRAC-02\_SCAN-PRINT
- LAB-PRAC-01
- PRACTICE-04\_COND
- **BONUS-PRAC-02**
- LAB-PRAC-03\_TYPES
  - 2 FIFA Fever
  - Matrix Math
  - 2 The Tale of Three Lines
  - Fiery FIFA Fever
  - The Final Rational
  - Quadratic Quandary
  - 2 FIFA Fractions
  - 2 Digit Dilemma
  - 2 Recursive Recharge
  - Breaking the Lego Safe
  - 2 The Final Rational Revisited
  - 2 Developing an interest in interest
- PRACTICE-05 COND-LOOPS
- LAB-PRAC-04\_COND
- LAB-PRAC-05 CONDLOOPS
- PRACTICE-07\_LOOPS-ARR
- LAB-PRAC-06\_LOOPS
- LAB-PRAC-07\_LOOPS-ARR
- LABEXAM-PRAC-01 MIDSEM
- PRACTICE-09\_PTR-MAT
- LAB-PRAC-08\_ARR-STR
- PRACTICE-10 MAT-FUN
- LAB-PRAC-09\_PTR-MAT
- LAB-PRAC-10\_MAT-FUN
- PRACTICE-11 FUN-PTR
- LAB-PRAC-11\_FUN-PTR
- LAB-PRAC-12\_FUN-STRUC
- **►** LABEXAM-PRAC-02\_ENDSEM
- LAB-PRAC-13\_STRUC-NUM
- LAB-PRAC-14\_SORT-MISC

# Breaking the Lego Safe

LAB-PRAC-03 TYPES

Breaking the Lego Safe [10 marks]	

### **Problem Statement**

In last week's lab we talked about a Lego safe in which your friend wanted to give you a secret digit. The safe is to be built using lego blocks. Last time you sent an image of the number in the safe to your friend as a proof of your trustworthiness. Seeing the image that you had sent, your friend agrees that you are indeed trustworthy, and now wants to use this safe for his task. He will provide two safes, each containing **an integer**, and you have to return the arithmetic mean of the given two numbers in a new safe. The new safe is constructed by replacing '#' with a character with a 'O' symbol (capital letter O). Note that for greater security, the bars of the new safe also have four more '-' symbols. The arithmetic mean stored in the safe should have **only one digit beyond the decimal point**.

#### Caution

- 1. Be careful about extra/missing lines and extra/missing spaces.
- 2. The arithmetic mean stored in the safe should have only one digit beyond the decimal point.

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### **INPUT**:

#-#-# #-#-#

#-a-# #-b-#

#-#-# #-#-#

# **OUTPUT**:

0---0

O--C--O

0---0

# **EXAMPLE**:

**INPUT** 

#-#-# #-#-#

#-3-# #-4-#

#-#-# #-#-#

**OUTPUT**:

0---0

O--3.5--O

0---0

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#### **Grading Scheme:**

Total marks: [10 Points]

There will be no partial grading in this question. An exact match will receive full marks whereas an incomplete match will receive 0 marks. Please be careful of missing/extra spaces and missing/lines

(take help of visible test cases). Each visible test case is worth 1 point and each hidden test case is worth 2 points. There are 2 visible and 4 hidden test cases.

**¥**¶ Start Solving! (/editor/practice/6027)