

KMIT-NFS-2004	<b>KMIT – NIRANTHAR</b> <b>Season-2</b> <b>Programming Assignments</b>	Tuesday 21st Jan 2020
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## 1 Palindrome and Repdigit

Given a range of integers, write a program to identify numbers which are not palindromes and whose cube root is a repdigit. A repdigit is a number which is composed of same digit.

For example, the numbers between 10 and 99999 (inclusive) that are satisfying the conditions are 10648, 35937 and 85184 and their corresponding cube roots which are repdigits are 22, 33 and 44.

Boundary conditions

Upper bound of range of values can be  $10^{13}$  (10 power 13)

Input Format

First line contains the lower bound value of the range, l

Next line contains the upper bound value of the range, u

Output Format

In one line print the number 'n' which is not a palindrome and its cube root which is a repdigit separated by a **space**

Print in ascending order of n.

### Input/Output

Input	Output	
10	10648 22	
99999	35937 33	
	85184 44	
Expected output		

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50 77777777	10648 22 35937 33 85184 44 166375 55 287496 66 456533 77 681472 88 970299 99 10941048 222 36926037 333	
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## 2 Help the Kid to Gather Dolls

A game is organized for kids to collect the dolls that are put in 'n' boxes. The boxes are numbered from 1 to n. The kid can move either forward or backward and he has to make one step for moving to the next box or to the previous box.

The dolls are put in a box number one more than the number of letters that lie outside the boundary made by the start and end letters. For example, if the doll name is Edwina then it will be put in box number 4, the boundary set by this doll name is a and e, letter 'd' lies within the boundary whereas letters 'w', 'i' and 'n' lies outside the boundary hence there are three letters that are outside boundary so doll will be put in box number 4. Initially the kid stand at a place that is one step away from box number 1.

For example if six doll names Benedetta, Edwina, Gloria, Henriette, Laura and Marilee are given to the kid then he has to make the following moves:

f 8

b 4

f 1

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f 1

b 3

n 0

and totally 17 steps to pick all the dolls. 'f' indicates that he has to move in the forward direction and 'b' indicates that the kid has to move in the backward direction, 'n' indicates that no need to move.

Given the list of dolls that has to be collected by a kid, write a program to find out the direction and number of steps to be made by the kid and also the total number of steps he has to make to pick all the dolls.

Boundary conditions

Doll names can be length 30

Mixed cases will be used in doll names

Input format:

First line contains the number of dolls given for the kid, n

Next 'n' lines contain the name of the dolls

Output Format:

For each doll name print the direction of move and number of steps to be moved separated by a **space**('f' indicates forward, 'b' indicates backward move and 'n' indicates 'no move')

Print the total number of steps to be made by the kid to pick all the dolls

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### Input/Output

Input	Output	
6	f 8	
Benedetta	b 4	
Edwina	f 1	
Gloria	f 1	
Henriette	b 3	
Laura	n 0	
Marilee	17	
13	f 3	
Laura	n 0	
Marilee	f 1	
Edwina	f 4	
Benedetta	b 4	
Edwina	f 1	
Gloria	f 1	
Henriette	b 2	
Edwina	b 1	
Laura	f 2	
Gloria	b 2	
Marilee	f 2	
Gloria	n 0	
Gloria	23	