Foundation Exam

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May your problem-solving skills be as sharp as a lightsaber, and may the Force guide your code!

# Counting Womp Rats

Luke Skywalker is practicing his blaster skills by targeting Womp Rats on Tatooine. Given that he targets **n** Womp Rats in the first hour and increases his count by **m** every subsequent hour, determine the total number of Womp Rats he will have targeted after **h** hours.

* Input: Three integers:
  + **n** represents the initial count
  + **m** represents the increase of the count.
  + **h** represents the number of hours.
* Constraints: n increases by m every hour.

**Input/Output**:

|  |  |
| --- | --- |
| Input | Output |
| 5  2  3 | 24 |
| 7  1  2 | 15 |
| 10  -1  1 | 10 |
| 8  -2  3 | 18 |

…the foul creature could grow to be as big as a man and could carry off children and full-grown Jawas…

# Galactic Senators' Votes

The Galactic Senate is voting on a new law. Senators can vote "Yes", "No", or "Abstain". Given an array of votes, determine the majority vote – Yes, No, Abstain or Tie.

* Input: An array of strings (votes).

**Input/Output**:

|  |  |
| --- | --- |
| Input | Output |
| Yes, No, Yes, Abstain, Yes | Yes |
| No, No, Abstain, Abstain | No |
| Yes, No | Tie |
| Abstain | Abstain |
| No, No, Abstain, Abstain, Yes, Yes | Tie |

"There is no civility, only politics."

―Sheev Palpatine

# Sith Code Cipher

The Sith have a secret code that they use to send encrypted messages. The code replaces each letter in a message with the letter that is **n** places ahead of it in the alphabet. Write a program that deciphers the message.

* Input: A string **s** (1 ≤ |s| ≤ 100) representing the encrypted message and an integer **n** (1 ≤ n ≤ 25) representing the shift.

**Input/Output**:

|  |  |
| --- | --- |
| Input | Output |
| Uifsf jt b tdifsu  1 | There is a secret |
| Dagobah  3 | Xyletdu |
| R2-D2  5 | W7-I7 |

"They hoped to fill me with fear. But fear leads to anger. Anger leads to hate. And hate…leads to power."

# Jedi Archives Search

The Jedi Archives contains a vast array of data. Write a program that finds the first occurrence and the last occurrence of a specific record in the archive. If the record is missing, print Record not found

* Input: An array of strings representing the records and a string representing the search term.

**Input/Output**:

|  |  |
| --- | --- |
| Input | Output |
| Yoda, Obi-Wan, Yoda, Luke  Yoda | First Occurrence: 0  Last Occurrence: 2 |
| Han, Leia, Chewbacca, Han  Han | First Occurrence: 0  Last Occurrence: 3 |
| Lando, Vader, Palpatine  Maul | Record not found |
| Yoda, Obi-Wan, Anakin, Luke  Luke | First Occurrence: 3  Last Occurrence: 3 |

…Files, or profiles, were kept of each member, whether alive, dead, or if they left the order…

# Balanced Lightsaber Duels

During a lightsaber duel, every strike has a counterstrike.

* If a Jedi uses a strike technique represented by **(**, the Sith counters with a technique represented by **)**.
* If a Jedi uses a power strike technique represented by **!**, the Sith counters with another power strike technique **!**.
* If a Jedi uses the force represented by **{,** the Sith counters also using the Force **}**.

If a sequence of strikes and counterstrikes is balanced, the duel is considered legendary. Determine if a given sequence is legendary.

* Input: A string sequence of strikes and counterstrikes.

**Input/Output**:

|  |  |
| --- | --- |
| Input | Output |
| ()()(()()) | Legendary |
| ((!!)(({!!}))) | Legendary |
| ((()) | Not Legendary |
| {!}! | Not Legendary |
| ({(!!})) | Not Legendary |

"An elegant weapon for a more civilized age."

―Obi-Wan Kenobi

# Starfighter Formation

Starfighters in a squadron are arranged in a specific formation that determines their attack pattern. The squadron undergoes various operations and maintains its formation throughout the battle. Your program needs to execute a series of commands and return the new formation after each.

**Description:**

* Input: An initial array of integers representing starfighter IDs and a list of commands until receiving end.

**Commands**:

1. **"destroy [index]"**: The starfighter with the given index is destroyed and removed from the formation.
2. **"swap [index1] [index2]"**: Swap the positions of two fighters with the given indices.
3. **"add [ID]"**: A new fighter joins the formation, positioning itself at the end.
4. **"insert [ID] [index]"**: Insert a new fighter with the given ID at a specific position.
5. **"center"**: Display the fighter in the center of the formation. If there's an even number of fighters, display the middle two.

Note: Ensure the commands handle edge cases, e.g., destroying a non-existent fighter or inserting at a position out of bounds should take no action.

|  |  |
| --- | --- |
| Input | Output |
| 1, 2, 3, 4, 5  destroy 3  swap 0 1  add 6  center  end | 1 2 3 5  2 1 3 5  2 1 3 5 6  3 |
| 1, 2, 3, 4, 5  add 6  swap 0 5  swap 1 4  swap 2 3  swap 2 100  swap 2 2  center  end | 1 2 3 4 5 6  6 2 3 4 5 1  6 5 3 4 2 1  6 5 4 3 2 1  4 3 |
| 1, 2  insert 3 2  center  destroy 1  destroy 2  center  end | 1 2 3  2  1 3  1 3 |

"We'll have to destroy them ship to ship. Get the crews to their fighters."

―Darth Vader