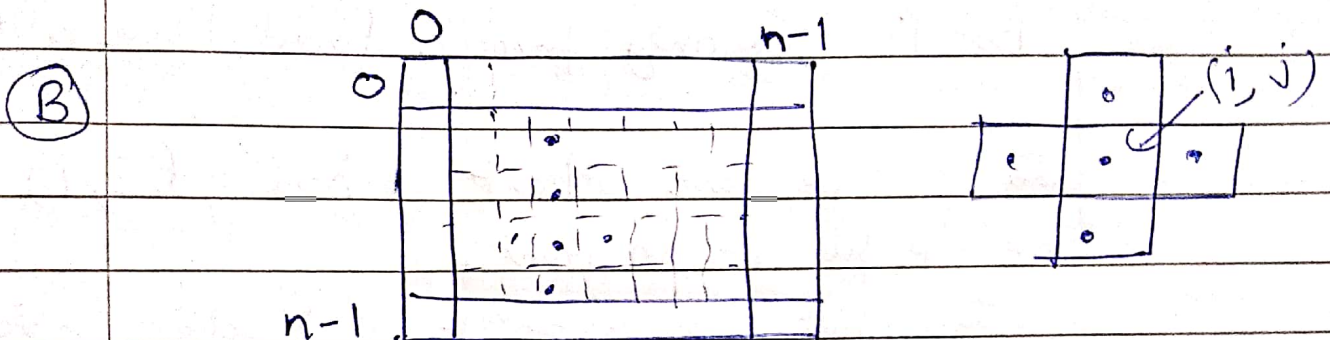(A) The best way obviously is to by at minimum price & sell at maximum price, if while buying any bowsler are left we keep them with ourselves. Now if after this the bowsle are less than the initial nos, then we shouldn't sell else this is the answer.

(B)

If our tiles can fill the '.' then any ':' existing inside this boundary and having shown in positions in above figure should be filled with '#' if this does not make the whole board # then this type of filling is not possible.

(2 excluded)

(C) Only odd numbers can be prime. If we can somehow produce consecutive odd no. that would be the best chance of producing max prime no.s. So consecutive 2's will produce odd no.s if preceded by an odd no.

But 1's can only produce 1 odd 1 even alt.

So if we have atleast 1 pair of (2,1) then we put it in front.
Then put 2's after it to produce odd no.s & then put 1's after that.

SideNote Why not put 1's first?
we could have an odd no. of 1's which would make the total odd (3+odd) & the 2's will alt. in even, giving no primes.

If wes have no (2,1) pairs then ouput the input.