**Problem 1 - Bonus Scoring System**

Submit your solutions in the SoftUni judge system at <https://judge.softuni.org/Contests/Practice/Index/2028#1>.

Create a program that calculates **bonus points** for each **student** enrolled in a course. On the **first** line, you are going to receive **the number of the students**. On the **second** line, you will receive **the total number of lectures** in the course. The course has **an additional bonus**, which you will receive **on the third line**. On the following lines, you will be receiving the **count of attendances** **for each student**.

The bonus is calculated with the following **formula**:

**{total bonus} = {student attendances} / {course lectures} \* (5 + {additional bonus})**

Find the student with the **maximum bonus** and print them, along with **his attendances,** in the following format:

**"Max Bonus: {max bonus points}."**

**"The student has attended {student attendances} lectures."**

Round the bonus points at the end to **the nearest larger number**.

### Input / Constrains

* On the **first line,** you are going to receive the **number of the students** – an integer in the range [0…50]
* On the **second line,** you will receive the **number of the lectures** – an integer number in the range [0...50].
* On the **third line**, you will receive **the additional bonus** – an integer number in the range [0….100].
* **On the following lines**, you will be receiving the **attendance of each student**.
* There will **never** be **students with equal bonuses**.

### Output

* Print the **maximum bonus points** and the **attendances** of the given student, **rounded** to the nearest **larger** number, scored by a student in this course in the format described above.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 5  25  30  12  19  24  16  20 | Max Bonus: 34.  The student has attended 24 lectures. |
| **Comments** | |
| First, we receive the **number of students** enrolled in the course – **5**. The total count of the lectures is **25,** and the additional bonus is **30**. Then we calculate the bonus of the student with 12 attendances, which is **16.8**. We continue calculating **each of the student's bonuses**. The one **with 24 attendances** has the **highest bonus – 33.6 (34 rounded)**, so we print the appropriate message on the console. | |
| 10  30  14  8  23  27  28  15  17  25  26  5  18 | Max Bonus: 18.  The student has attended 28 lectures. |

# Problem 2. Mu Online

Problem for exam preparation for the [Programming Fundamentals Course @SoftUni](https://softuni.bg/courses/programming-fundamentals-csharp-java-js-python).

Submit your solutions in the SoftUni judge system at <https://judge.softuni.org/Contests/Practice/Index/2028#1>.

You have **initial health 100 and initial bitcoins 0**. You will be given **a string representing the dungeon's rooms**. Each room is separated with **'|'** (vertical bar): **"room1|room2|room3…"**

Each room contains **a command** and a **number**, separated by space. The command can be:

* **"potion"**
  + You are healed with the number in the second part. But your health **cannot exceed** your **initial health (100)**.
  + First print: **"You healed for {amount} hp."**
  + After that, print your current health: **"Current health: {health} hp."**
* **"chest"**
  + You've found some bitcoins, the number in the second part.
  + Print: **"You found {amount} bitcoins."**
* In **any other case,** you are **facing a monster**, which you will **fight**. The **second part of the room** contains the **attack** of the monster. You should remove the monster's attack from your health.
  + If you are not dead (health <= 0), you've slain the monster, and you should print: **"You slayed {monster}."**
  + If you've died, print **"You died! Killed by {monster}."** and your quest is over. Print the best room you've manage to reach: **"Best room: {room}"**

If you managed to **go through all the rooms** in the dungeon, print on the **following three lines**:

**"You've made it!"**

**"Bitcoins: {bitcoins}"**

**"Health: {health}"**

### Input / Constraints

You receive a **string** representing the dungeon's rooms, separated with **'|'** (vertical bar): **"room1|room2|room3…"**.

### Output

Print the corresponding messages described above.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| rat 10|bat 20|potion 10|rat 10|chest 100|boss 70|chest 1000 | You slayed rat.  You slayed bat.  You healed for 10 hp.  Current health: 80 hp.  You slayed rat.  You found 100 bitcoins.  You died! Killed by boss.  Best room: 6 |
| **Input** | **Output** |
| cat 10|potion 30|orc 10|chest 10|snake 25|chest 110 | You slayed cat.  You healed for 10 hp.  Current health: 100 hp.  You slayed orc.  You found 10 bitcoins.  You slayed snake.  You found 110 bitcoins.  You've made it!  Bitcoins: 120  Health: 65 |

# Problem 3. Inventory

Problem for exam preparation for the [Programming Fundamentals Course @SoftUni](https://softuni.bg/courses/programming-fundamentals-csharp-java-js-python).

Submit your solutions in the SoftUni judge system at <https://judge.softuni.org/Contests/Practice/Index/2028#2>.

*As a young traveler, you gather items and craft new items.*

### Input / Constraints

You will receive a journal with some collecting items, separated with a comma and a space (**", "**). After that, until receiving "Craft!" you will be receiving different commands split by **" - "**:

* "Collect - {item}" - you should add the given item to your inventory. If the item already **exists**, you should **skip** this line.
* "Drop - {item}" - you should remove the item from your inventory **if it exists**.
* "Combine Items - {old\_item}:{new\_item}" - you should check if the **old item exists**. If so, **add** the new item **after** the old one. Otherwise, **ignore** the command.
* "Renew – {item}" – if the given item exists, you should change its position and **put it last** in your inventory.

### Output

After receiving "Craft!" print the items in your inventory, separated by **", "**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Iron, Wood, Sword  Collect - Gold  Drop - Wood  Craft! | Iron, Sword, Gold |
| **Input** | **Output** |
| Iron, Sword  Drop - Bronze  Combine Items - Sword:Bow  Renew - Iron  Craft! | Sword, Bow, Iron |