## CASE 1:

A family consisting of 3 members planned for a trip to an amusement park. The family consists of a Dad, Mom, Son and their pet dog. They have planned to take their pet also for the trip. Create a program which acts as a replica of their trip from the entry to the amusement park to the exit from the park.

Entry check - The age of the visitors is checked and if the age is under 12, the ticket is half the rate of the original cost. The family has preferred a park that allows pets for free of cost. Each visitor will be provided a ticket with following details

Total No. of games allowed (both dry and wet) - 10 Total hours to be played - 6

## Dry games:

- 1. Net walk (25 Mins)
- 2. Sky-wheel (30 Mins)
- 3. Cine-magic 3D (35 Mins)
- 4. Hurricane (30 Mins)
- 5. Laser shower (25 Mins)
- 6. Dungeon ride (30 Mins)
- 7. Crazy car (35 Mins)
- 8. Termite coaster (30 Mins)

## Water games:

- 1. Jungle lagoon (unlimited)
- 2. Lazy River (unlimited)
- 3. Boomerang (30 Mins)
- 4. Uphill racers (unlimited)
- 5. Twisters (15 Mins)
- 6. Water pendulum (unlimited)
- 7. Rain disco (30 Mins)
- 8. Wave pools (20 Mins)

When the visitors go for a game, the ticket must be checked initially with following factors:

- 1. Whether the game is played already by the visitor, if yes, the visitor is not allowed or the following procedures are handled.
- 2. Whether the visitor's age is sufficient to play the game, if not direct them to the waiter's hall (free of cost)
- 3. Whether the time is sufficient from the total play hours (Display a message stating the total hours played and remaining hours).
- 4. If the total time is completed, then a message must be displayed with the names of games played along with the corresponding timings.
- 5. Are pets allowed? If not allowed, put them in the Pet's care store with Rs.100/hr.
- 6. Safety measures to be followed for the game must be described. (Like wearing life jackets). When the visitor is ready for the game, instructions must be passed to follow safety measures mandatorily.

Given two words - Binary and Brainy;	; one may be an anagram o	f another. Check if the fir	rst word is an anagram	of the second. 1	Test cases should inclu	de single word and
multiple words.						

Sample Input: Silent

Silent
Listen
Sample Output:
"Silent" is an anagram of "Listen"
Sample Input2:
Anna Madrigal
A man and a girl
Sample Output2:
"Anna Madrigal" is an anagram of "A man and a girl"
Sample Input3:
Silent
Single

Single
Sample Output3:
"Silent" is not an anagram of "Single"