

**FLORIDA HIGH SCHOOLS COMPUTING COMPETITION '90
JUDGING CRITERIA**

1.1 RUN PROGRAM:

```

OUTPUT: NN      N  CCCCC  NN      N  BBBB
        N N    N  C      N N    N  B  B
        N  N  N  C      N  N  N  BBBB
        N    N N  C      N    N N  B  B
        N      NN CCCCC  N      NN  BBBB

```

1.2 INPUT: Enter #: 2
OUTPUT: SYSTEM 2

INPUT: Enter #: 1
OUTPUT: SYSTEM 1

1.3 INPUT: Enter N: 8
OUTPUT: 74 BILLION DOLLARS

INPUT: Enter N: 20
OUTPUT: 86 BILLION DOLLARS

1.4 INPUT: Enter zip code: 33613
OUTPUT: HILLSBOROUGH

INPUT: Enter zip code: 34249
OUTPUT: PASCO

INPUT: Enter zip code: 34646
OUTPUT: PINELLAS

1.5 INPUT: Enter MMM: 120
Enter YYYY: 1998

**OUTPUT: HUGH MCCOLL WOULD LIKE NCNB TO GROW
TO 120 BILLION DOLLARS IN ASSETS BY
THE YEAR 1998**

INPUT: Enter MMM: 150
Enter YYYY: 2000

**OUTPUT: HUGH MCCOLL WOULD LIKE NCNB TO GROW
TO 150 BILLION DOLLARS IN ASSETS BY
THE YEAR 2000**

1.6 INPUT: Enter N associates: 7
Enter C coupons: 50000
OUTPUT: 7143

INPUT: Enter N associates: 8
Enter C coupons: 48800
OUTPUT: 6100

1.7 INPUT: Enter division: PROCEDURE
OUTPUT: BEFORE = IDENTIFICATION ENVIRONMENT DATA
AFTER = NONE

INPUT: Enter division: ENVIRONMENT
OUTPUT: BEFORE = IDENTIFICATION
AFTER = DATA PROCEDURE

1.8 INPUT: Enter N: 11
OUTPUT: MD

INPUT: Enter N: 7
OUTPUT: FL NC SC TX MD GA VA

INPUT: Enter N: 9
OUTPUT: FL TX MD GA VA

1.9 INPUT: Enter date: 2
Enter A.D. or B.C.: B.C.
OUTPUT: 3 A.D.

INPUT: Enter date: 15
Enter A.D. or B.C.: B.C.
OUTPUT: 11 B.C.

INPUT: Enter date: 10
Enter A.D. or B.C.: A.D.
OUTPUT: 14 A.D.

1.10 INPUT: Enter word: FLORIDA

OUTPUT: R
ORI
LORID
FLORIDA
LORID
ORI
R

INPUT: Enter word: PROGRAM

OUTPUT: G
OGR
ROGRA
PROGRAM
ROGRA
OGR
G

2.1 INPUT: Enter phrase: **CALL THE POLICE**

OUTPUT: **BZKK SGD ONKHBD**

INPUT: Enter phrase: **DON'T PANIC**

OUTPUT: **CNM'S OZMHB**

2.2 INPUT: Enter year: **1000**

OUTPUT: **END OF DECADE
END OF CENTURY
END OF MILLENNIUM**

INPUT: Enter year: **1001**

OUTPUT: **BEGINNING OF DECADE
BEGINNING OF CENTURY
BEGINNING OF MILLENNIUM**

INPUT: Enter year: **1990**

OUTPUT: **END OF DECADE**

INPUT: Enter year: **1801**

OUTPUT: **BEGINNING OF DECADE
BEGINNING OF CENTURY**

2.3 INPUT: Enter scores for Bob: **170, 160, 215**
Enter scores for Doug: **199, 209, 198**
Enter scores for Jackie: **135, 144, 150**
Enter scores for Jose: **110, 101, 180**

OUTPUT: **BOB: AVERAGE = 181 HANDICAP = 16**
DOUG: AVERAGE = 202 HANDICAP = 0
JACKIE: AVERAGE = 143 HANDICAP = 51
JOSE: AVERAGE = 130 HANDICAP = 62

2.4 INPUT: Enter date: **02/11/1732** OUTPUT: **ADD 11 DAYS**

INPUT: Enter date: **02/28/1900** OUTPUT: **ADD 12 DAYS**

INPUT: Enter date: **03/01/1600** OUTPUT: **ADD 10 DAYS**

INPUT: Enter date: **12/01/1900** OUTPUT: **ADD 13 DAYS**

2.5 INPUT: Enter N: 6 OUTPUT: BUBBLE SORT
QUICK SORT
SHELL SORT

INPUT: Enter N: 81 OUTPUT: QUICK SORT
BUBBLE SORT
SHELL SORT

INPUT: Enter N: 82 OUTPUT: QUICK SORT
SHELL SORT
BUBBLE SORT

2.6 INPUT: Enter score for hole 1: 6
Enter score for hole 2: 4
Enter score for hole 3: 4
Enter score for hole 4: 4
Enter score for hole 5: 2
Enter score for hole 6: 4
Enter score for hole 7: 2
Enter score for hole 8: 5
Enter score for hole 9: 6

OUTPUT:	HOLE	PAR	SCORE	STATUS
	1	4	6	DOUBLE BOGEY
	2	3	4	BOGEY
	3	4	4	PAR
	4	5	4	BIRDIE
	5	4	2	EAGLE
	6	3	4	BOGEY
	7	5	2	DOUBLE EAGLE
	8	4	5	BOGEY
	9	4	6	DOUBLE BOGEY
		---	-----	
		36	37	

2.7 Note: Output must be within 0.1 second of correct answer.

INPUT: Enter N: 95
OUTPUT: 0 DAYS 0 HOURS 15 MIN 41.0 SEC AHEAD

INPUT: Enter N: 7
OUTPUT: 0 DAYS 16 HOURS 41 MIN 34.6 SEC AHEAD

INPUT: Enter N: 132
OUTPUT: 1 DAYS 0 HOURS 38 MIN 50.4 SEC BEHIND

INPUT: Enter N: 1507
OUTPUT: 10 DAYS 23 HOURS 23 MIN 25.4 SEC BEHIND

2.8 INPUT: Enter month, year: 8, 1990

```

OUTPUT:  9/1989 - BARB  JOE  DOUG
         12/1989 - JACKIE JOE  DOUG
           2/1990 - JACKIE TOM  DOUG
           3/1990 - JACKIE TOM  LOVETTA
           6/1990 - GREG  TOM  LOVETTA
           8/1990 - GREG  TONY  LOVETTA

```

INPUT: Enter month, year: 1, 1992

```

OUTPUT:  9/1989 - BARB  JOE  DOUG
         12/1989 - JACKIE JOE  DOUG
           2/1990 - JACKIE TOM  DOUG
           3/1990 - JACKIE TOM  LOVETTA
           6/1990 - GREG  TOM  LOVETTA
           8/1990 - GREG  TONY  LOVETTA
           9/1990 - GREG  TONY  AL
         12/1990 - KAREN  TONY  AL
           2/1991 - KAREN  JAN  AL
           3/1991 - KAREN  JAN  NORM
           6/1991 - TRUDY  JAN  NORM
           8/1991 - TRUDY  THERESA  NORM
           9/1991 - TRUDY  THERESA  ALICE
         12/1991 - DAVE  THERESA  ALICE

```

2.9 RUN PROGRAM:

OUTPUT: (Screen clears and the axes is drawn before the graph is drawn from left to right. Graph will look similar to below, but it extends to the dimensions of the terminal.)

```

!           *****
!           ***       ***
!           **        **
!           **        **
!           **        **
!          **         **
!         **          **
*-----*-----*
**          **!
**          **!
**          **!
**          **!
***        ***!
*****!

```

INPUT: (Press any key)

OUTPUT: (continued on next page)

OUTPUT: (Screen clears and the axes is drawn before the graph is drawn from left to right- similar to below.)

```

          *****
          **  !  **
            **  !  **
              **  !  **
                **  !  **
                  **  !  **
-----**-----+-----**-----
          **      !      **
            **      !      **
              **      !      **
                ***     !     ***
                  ***     !     ***
          ****      !      ****

```

INPUT: (Press any key) OUTPUT: (Screen clears)

2.10 RUN PROGRAM:

OUTPUT: NCNB IN-HOUSE TRAINING LIST

COURSE #	COURSE NAME	EST. HOURS
-----	-----	-----
187-11X	ISPF/PDS FUNDAMENTALS	6.5 - 8
187-15X	ISPF/PDS FOR PROGRAMMERS	4.5 - 6
220-AXX	JCL FUNDAMENTALS	15 - 20
200-AXX	VSAM CONCEPTS	4 - 7
123-2XX	MVS/SP/XA VSAM	7 - 11
130-11X	CICS/VS SKILLS I	6 - 8
130-15X	CICS/VS SKILLS II	4 - 6

INPUT: Enter course # (or 000-000 to end): 187-15X
 Enter course # (or 000-000 to end): 130-15X
 Enter course # (or 000-000 to end): 123-2XX
 Enter course # (or 000-000 to end): 200-AXX
 Enter course # (or 000-000 to end): 000-000

OUTPUT: (Screen is cleared)

COURSE NAME	EST. HOURS
-----	-----
ISPF/PDS FOR PROGRAMMERS	4.5 - 6
CICS/VS SKILLS II	4 - 6
MVS/SP/XA VSAM	7 - 11
VSAM CONCEPTS	4 - 7

TOTAL =	19.5 - 30 HOURS

3.1 INPUT: Enter phone #: 555-6625 OUTPUT: 55K-NOCK
 INPUT: Enter phone #: 555-7283 OUTPUT: 555-SAVE
 555-PAVE
 555-RATE
 INPUT: Enter phone #: 555-6229 OUTPUT: 55L-OBBY

3.2 INPUT: Enter string: COMPUTE*
 OUTPUT: COMPUTE COMPUTER COMPUTERS COMPUTES COMPUTED
 INPUT: Enter string: *TIVE
 OUTPUT: ATTRACTIVE ADAPTIVE ACCEPTIVE CREATIVE
 INPUT: Enter string: CONTEST*S
 OUTPUT: CONTESTS CONTESTERS
 INPUT: Enter string: EVERY*TY
 OUTPUT: NO WORDS FOUND
 INPUT: Enter string: QUIT
 OUTPUT: (Program terminates)

<p>3.3 INPUT: Place 1: A Place 2: B Place 3: C Place 4: A Place 5: B Place 6: C Place 7: A Place 8: B Place 9: C Place 10: C Place 11: B Place 12: A Place 13: C Place 14: B Place 15: C Place 16: B Place 17: A Place 18: A Place 19: C Place 20: B Place 21: A</p>	<p>INPUT: Place 1: A Place 2: B Place 3: A Place 4: C Place 5: C Place 6: B Place 7: A Place 8: A Place 9: B Place 10: C Place 11: C Place 12: A Place 13: C Place 14: B Place 15: A Place 16: A Place 17: B Place 18: B Place 19: B Place 20: C Place 21: C</p>
--	--

OUTPUT: (On next page)

OUTPUT: (On next page)

(Output continued)

OUTPUT: (in any order)
TEAM A: 28 POINTS
TEAM B: 28 POINTS
TEAM B WINS!

TEAM A: 28 POINTS
TEAM C: 28 POINTS
TEAM C WINS!

TEAM B: 27 POINTS
TEAM C: 28 POINTS
TEAM B WINS!

OUTPUT: (in any order)
TEAM A: 23 POINTS
TEAM B: 34 POINTS
TEAM A WINS!

TEAM A: 23 POINTS
TEAM C: 32 POINTS
TEAM A WINS!

TEAM B: 29 POINTS
TEAM C: 26 POINTS
TEAM C WINS!

3.4 INPUT: Enter X, Y, Z: 4, 3, 5

OUTPUT: **AL, DOUG, AND JAN = NONE**
AL AND DOUG = 12 24
AL AND JAN = 20
DOUG AND JAN = 15 30
AL = 4 8 16 28
DOUG = 3 6 9 18 21 27
JAN = 5 10 25
NORM = 1 2 7 11 13 14 17 19 22 23 26 29

INPUT: Enter X, Y, Z: 4, 3, 2

OUTPUT: **AL, DOUG, AND JAN = 12 24**
AL AND DOUG = NONE
AL AND JAN = 4 8 16 20 28
DOUG AND JAN = 6 18 30
AL = NONE
DOUG = 3 9 15 21 27
JAN = 2 10 14 22 26
NORM = 1 5 7 11 13 17 19 23 25 29

3.5 RUN PROGRAM: OUTPUT: (A 3 x 3 array of random digits 1 - 8 are displayed along with a blank location). It will be similar (but not identical) to the following 3 x 3 array of numbers:

```

3 5 7
8 1
4 2 6

```

Press the numbers 1 - 8, and check to see if a number that is vertically or horizontally adjacent to the blank moves into the blank location (such as 7, 1, or 6 in this case). Press a number that is not next to a blank to make sure that it does not move (such as 3, 5, 8, 4, or 2). Press the digit 9 to terminate program. Run program one more time and perform the same tests.

3.6 RUN PROGRAM:

```

OUTPUT: BR1 BK1 BB1 BQ  BK  BB2 BK2 BR2  !  8
        BP1 BP2 BP3 BP4 BP5 BP6 BP7 BP8  !  7
                                                !  6
                                                !  5
                                                !  4
                                                !  3
        WP1 WP2 WP3 WP4 WP5 WP6 WP7 WP8  !  2
        WR1 WK1 WB1 WQ  WK  WB2 WK2 WR2  !  1
-----
        A   B   C   D   E   F   G   H
    
```

INPUT: Enter white move: E2-E4

```

OUTPUT: BR1 BK1 BB1 BQ  BK  BB2 BK2 BR2  !  8
        BP1 BP2 BP3 BP4 BP5 BP6 BP7 BP8  !  7
                                                !  6
                                                !  5
                                WP5        !  4
                                                !  3
        WP1 WP2 WP3 WP4        WP6 WP7 WP8  !  2
        WR1 WK1 WB1 WQ  WK  WB2 WK2 WR2  !  1
-----
        A   B   C   D   E   F   G   H
    
```

INPUT: Enter black move: B7-B6

```

OUTPUT: BR1 BK1 BB1 BQ  BK  BB2 BK2 BR2  !  8
        BP1      BP3 BP4 BP5 BP6 BP7 BP8  !  7
            BP2                               !  6
                                                !  5
                                WP5        !  4
                                                !  3
        WP1 WP2 WP3 WP4        WP6 WP7 WP8  !  2
        WR1 WK1 WB1 WQ  WK  WB2 WK2 WR2  !  1
-----
        A   B   C   D   E   F   G   H
    
```

INPUT: Enter white move: B1-C3

```

OUTPUT: BR1 BK1 BB1 BQ  BK  BB2 BK2 BR2  !  8
        BP1      BP3 BP4 BP5 BP6 BP7 BP8  !  7
            BP2                               !  6
                                                !  5
                                WP5        !  4
                                WK1        !  3
        WP1 WP2 WP3 WP4        WP6 WP7 WP8  !  2
        WR1      WB1 WQ  WK  WB2 WK2 WR2  !  1
-----
        A   B   C   D   E   F   G   H
    
```

INPUT: Enter black move: B8-C6
 OUTPUT: (on next page)

```

OUTPUT: BR1      BB1 BQ  BK  BB2 BK2 BR2  !  8
        BP1      BP3 BP4 BP5 BP6 BP7 BP8  !  7
                BP2 BK1                    !  6
                                                !  5
                        WP5                  !  4
                                WK1          !  3
        WP1 WP2 WP3 WP4      WP6 WP7 WP8  !  2
        WR1      WB1 WQ  WK  WB2 WK2 WR2  !  1
-----
        A  B  C  D  E  F  G  H

```

INPUT: Enter white move: E1-E2

```

OUTPUT: BR1      BB1 BQ  BK  BB2 BK2 BR2  !  8
        BP1      BP3 BP4 BP5 BP6 BP7 BP8  !  7
                BP2 BK1                    !  6
                                                !  5
                        WP5                  !  4
                                WK1          !  3
        WP1 WP2 WP3 WP4 WK  WP6 WP7 WP8  !  2
        WR1      WB1 WQ  WK  WB2 WK2 WR2  !  1
-----
        A  B  C  D  E  F  G  H

```

INPUT: Enter black move: C8-A6

```

OUTPUT: BR1      BQ  BK  BB2 BK2 BR2  !  8
        BP1      BP3 BP4 BP5 BP6 BP7 BP8  !  7
        BB1 BP2 BK1                    !  6
                                                !  5
                        WP5                  !  4
                                WK1          !  3
        WP1 WP2 WP3 WP4 WK  WP6 WP7 WP8  !  2
        WR1      WB1 WQ  WK  WB2 WK2 WR2  !  1
-----
        A  B  C  D  E  F  G  H

```

INPUT: Enter white move: C3-B5

```

OUTPUT: BR1      BQ  BK  BB2 BK2 BR2  !  8
        BP1      BP3 BP4 BP5 BP6 BP7 BP8  !  7
        BB1 BP2 BK1                    !  6
                WK1                      !  5
                        WP5                  !  4
                                                !  3
        WP1 WP2 WP3 WP4 WK  WP6 WP7 WP8  !  2
        WR1      WB1 WQ  WK  WB2 WK2 WR2  !  1
-----
        A  B  C  D  E  F  G  H

```

INPUT: Enter black move: A6-B5

OUTPUT: (on next page)

```

OUTPUT: BR1          BQ BK BB2 BK2 BR2 ! 8
        BP1          BP3 BP4 BP5 BP6 BP7 BP8 ! 7
                BP2 BK1 ! 6
                BB1 ! 5
                        WP5 ! 4
                                ! 3
        WP1 WP2 WP3 WP4 WK WP6 WP7 WP8 ! 2
        WR1          WB1 WQ          WB2 WK2 WR2 ! 1
-----
        A   B   C   D   E   F   G   H
    
```

INPUT: Enter white move: G1-F3

```

OUTPUT: BR1          BQ BK BB2 BK2 BR2 ! 8
        BP1          BP3 BP4 BP5 BP6 BP7 BP8 ! 7
                BP2 BK1 ! 6
                BB1 ! 5
                        WP5 ! 4
                                WK2 ! 3
        WP1 WP2 WP3 WP4 WK WP6 WP7 WP8 ! 2
        WR1          WB1 WQ          WB2          WR2 ! 1
-----
        A   B   C   D   E   F   G   H
    
```

INPUT: Enter white move: B5-E2

```

OUTPUT: BR1          BQ BK BB2 BK2 BR2 ! 8
        BP1          BP3 BP4 BP5 BP6 BP7 BP8 ! 7
                BP2 BK1 ! 6
                                ! 5
                        WP5 ! 4
                                WK2 ! 3
        WP1 WP2 WP3 WP4 BB1 WP6 WP7 WP8 ! 2
        WR1          WB1 WQ          WB2          WR2 ! 1
-----
        A   B   C   D   E   F   G   H
    
```

CHECK MATE, BLACK WON

3.7 INPUT: Enter year: 1972

OUTPUT: **EASTER IS ON APRIL 2**
LENT IS ON FEBRUARY 16

INPUT: Enter year: 1999

OUTPUT: **EASTER IS ON APRIL 4**
LENT IS ON FEBRUARY 17

INPUT: Enter year: 1992

OUTPUT: **EASTER IS ON APRIL 19**
LENT IS ON MARCH 4

3.8 INPUT: Enter frame 1: 12
Enter frame 2: 1/
Enter frame 3: 2/
Enter frame 4: X
Enter frame 5: X
Enter frame 6: X
Enter frame 7: 51
Enter frame 8: X
Enter frame 9: X
Enter frame 10: X9/

OUTPUT: -1- -2- -3- -4- -5- -6- -7- -8- -9- -10-
---!---!---!---!---!---!---!---!---!---!---!
12! 1/! 2/! X! X! X! 51! X! X!X9/!
3 !15 !35 !65 !90 !106!112!142!171!191!

INPUT: Enter frame 1: 72
Enter frame 2: 9-
Enter frame 3: X
Enter frame 4: 72
Enter frame 5: 7/
Enter frame 6: X
Enter frame 7: 7/
Enter frame 8: 9/
Enter frame 9: 9/
Enter frame 10: -5

OUTPUT: -1- -2- -3- -4- -5- -6- -7- -8- -9- -10-
---!---!---!---!---!---!---!---!---!---!---!
72! 9-! X! 72! 7/! X! 7/! 9/! 9/! -5!
9 !18 !32 !46 !66 !86 !105!124!134!139!

3.9 INPUT: Enter N: **4**
 Enter coefficients for row1
 Co1: **2**
 Co2: **-1**
 Co3: **0**
 Co4: **-1**
 Enter constant: **1**
 Enter coefficients for row2
 Co1: **3**
 Co2: **0**
 Co3: **1**
 Co4: **1**
 Enter constant: **1**
 Enter coefficients for row3
 Co1: **1**
 Co2: **1**
 Co3: **0**
 Co4: **2**
 Enter constant: **0**
 Enter coefficients for row4
 Co1: **4**
 Co2: **0**
 Co3: **-3**
 Co4: **2**
 Enter constant: **0**

OUTPUT: **(1, 3, 0, -2)**

INPUT: Enter N: **3**
 Enter coefficients for row1
 Co1: **3**
 Co2: **6**
 Co3: **3**
 Enter constant: **9**
 Enter coefficients for row2
 Co1: **1**
 Co2: **-1**
 Co3: **2**
 Enter constant: **9**
 Enter coefficients for row3
 Co1: **-2**
 Co2: **2**
 Co3: **-1**
 Enter constant: **-9**

OUTPUT: **(2, -1, 3)**

3.10 INPUT: Enter first addend: **AB**
 Enter second addend: **CD**
 Enter sum: **EBC**

OUTPUT: (Only one of the following solutions must be shown)
A = 3 4 4 6 6 7 7 7 8 8 8 8
B = 2 2 3 3 5 2 5 6 3 4 5 7
C = 9 or 8 or 9 or 7 or 9 or 5 or 8 or 9 or 5 or 6 or 7 or 9
D = 7 6 6 4 4 3 3 3 2 2 2 2
E = 1 1 1 1 1 1 1 1 1 1 1 1

INPUT: Enter first addend: **AB**
 Enter second addend: **BC**
 Enter sum: **DCB**

OUTPUT: (Only one of the following solutions must be shown)
A = 2 3 4 6 7 8
B = 8 7 6 4 3 2
C = 0 or 0 or 0 or 0 or 0 or 0
D = 1 1 1 1 1 1