1. Ampersands

Program Name: Ampersands.java   **Input File: none**

Input
There is no input for this problem.

Output to Screen
```
& & & & & & & & & & & & & & & & & & & &
& & & & & & & & & & & & & & & & & & &
& & & & & & & & & & & & & & & & & &
& & & & & & & & & & & & & & & & &
& & & & & & & & & & & & & & & &
& & & & & & & & & & & & & & &
& & & & & & & & & & & & & &
& & & & & & & & & & & & &
& & & & & & & & & & & &
& & & & & & & & & & &
& & & & & & & & & &
& & & & & & & & &
& & & & & & & &
& & & & & & &
& & & & & &
& & & & &
& & & &
& & &
& &
&
```

2. Bingo

Program Name: Bingo.java   **Input File: bingo.dat**

Input File
```
5
1 16 31 46 61
2 17 32 47 62
3 18 * 48 63
4 19 34 49 64
5 20 35 50 65
1 19 35 47 63
12 21 41 46 73
7 15 * 59 61
14 29 34 55 70
2 30 40 60 68
3 17 35 46 61
9 25 * 60 75
2 29 45 59 66
6 30 39 52 67
11 16 40 51 69
8 16 31 60 75
12 19 45 50 70
2 23 * 46 61
1 30 44 49 65
15 25 41 55 66
8 16 31 60 75
12 19 45 50 70
2 23 * 46 61
1 30 44 49 65
15 25 41 55 76
```

Output to Screen
```
VALID
INVALID
INVALID
VALID
INVALID
```

3. Burning Down the Disc

Program Name: Burn.java   **Input File: burn.dat**

Input File
```
6
50
6
40 30 22 22 10 5
50
10
40 60 22 15 51 22 5 55 32 70
24
5
30 40 35 30 25
100
10
2 2 3 4 5 6 99 7 8 9
50
13
30 1 35 30 35 1 1 1 1 1 25 1 40
50
12
48 4 24 48 5 48 24 48 30 5 3 5
```

Output To Screen
```
CD 1: 0 10 40
CD 2: 1 5 22 22
CD 3: 24
CD 4: 1 99
CD 5: 3 1 1 1 1 1 1 1 40
CD 6: 1 4 5 5 5 30
```

4. Echo Print

Program Name: Echo.java   **Input File: echo.dat**

Input File
```
Mary had a little lamb
Jack be nimble, Jack be quick
Hickory, Dickery, Dock
The mouse ran up the clock
The clock struck one
The mouse ran down
Hickory, Dickery, Dock
I love nursery rhymes
```

Output To Screen
```
Mary had a little lamb
Jack be nimble, Jack be quick
Hickory, Dickery, Dock
The mouse ran up the clock
The clock struck one
The mouse ran down
Hickory, Dickery, Dock
I love nursery rhymes
```

5. Palindromic Square

Program Name: Palindromic.java   Input File: palindromic.dat

Input File
```
11
5
121
595
818
10
3
595
65756
97579
80808
414000414
```

Output to Screen
```
5 PALINDROMIC SQUARE
121 PALINDROMIC NOT SQUARE
595 PALINDROMIC SQUARE
818 PALINDROMIC SQUARE
10 NOT PALINDROMIC
3 PALINDROMIC NOT SQUARE
595 PALINDROMIC SQUARE
65756 PALINDROMIC SQUARE
97579 PALINDROMIC NOT SQUARE
80808 PALINDROMIC NOT SQUARE
414000414 PALINDROMIC SQUARE
```

6. Shiffles

Program Name: Shiffles.java   Input File: shiffles.dat

Input File
```
7
3 FIB LIE
5 BAD FOG
7 NILE PLUS
4 CAN GEM
5 JOB GOT
6 ABCDEFG GHIJKLM
9 ABCDEF JKLMNP
```

Output to Screen
```
YES
NO
YES
NO
YES
YES
NO
```