
1. Bingo or Bongo?

Program Name: Bongo.java

Input File: bongo.dat

Input File

```
8
1 16 31 46 61
2 17 32 47 62
3 18 FS 48 63
4 19 34 49 64
5 20 35 50 65
B12 I18 G48 O68 O63 B9 B3
1 19 35 47 63
12 21 41 46 73
7 16 FS 59 61
14 29 34 55 70
2 30 40 60 68
I21 B14 B2 B9 I24 G55 G54 O74 O62
15 18 31 47 61
14 21 44 59 70
10 26 FS 55 74
5 29 40 50 63
9 17 33 49 67
B10 I26 N44 G49 O62 I21 B15 N50 O67
15 18 31 47 61
14 21 44 59 70
10 26 FS 55 74
5 29 40 50 63
9 17 33 49 67
B10 I26 N44 G49 O62 I21 B15 N50 O67 B12
15 18 31 47 61
14 21 44 59 70
10 26 FS 55 74
5 29 40 50 63
9 17 33 49 67
B9 I29 N44 G49 O62 N59 B15 N50 O67 B12 O61
15 18 31 47 61
14 21 41 60 70
10 26 FS 55 74
5 30 40 50 63
9 17 33 49 69
B9 I29 N31 G49 O62 N53 B15 N40 O67 B12 O61 N33 N41
1 19 35 47 63
12 21 41 46 73
7 16 FS 59 61
14 29 34 55 70
2 30 40 60 68
B12 I19 N35 G47 I21 O70 N16 N 17 N29 N30
1 19 35 47 63
12 21 41 46 73
7 16 FS 59 61
14 29 34 55 70
2 30 40 60 68
B12 B14 N35 G47 I21 O70 N16 N 17 N29 N30
```

Output to Screen

BINGO
BONGO
BINGO
BONGO
BINGO
BINGO
BINGO
BONGO

GBPPYB
RPBBYR
11
1 1
3 6
1 1
6 3
5 5
3 5
2 2
4 5
6 2
6 6
6 2
6 6
RGBYBR
GYYBPG
GBBPPY
YGPYGB
GBPPYB
RPBBYR
3
1 2
1 1
1 2
6 1
R
G
B
R
G
B
5
1 1
2 1
3 1
4 1
5 1
8 4
RGGB
GRRG
PYYP
YPPY
RGGB
GRRG
PYYP
YPPY
32
1 1
1 2
1 3
1 4
2 1
2 2
2 3
2 4
3 1
3 2
3 3

3 4
4 1
4 2
4 3
4 4
5 1
5 2
5 3
5 4
6 1
6 2
6 3
6 4
7 1
7 2
7 3
7 4
8 1
8 2
8 3
8 4

Output To Screen

17

....
..GG
R.GR
BRGY
GGRB

86

.....
...B...

40

..
..
..
..
.G
GG
PP

10000

.....
.....
.....
.....
.....
.....
.....
.....
.....
.....

131

.....
.....
.....
.....
Y.....
GG..GY

14

.GBYB.
.YYBP.
GBBPPG
GGPYGY
YBPPYB
GPBBYB

-5

R
G
B
R
G
B

-32

RGGB
GRRG
PYYP
YPPY
RGGB
GRRG
PYYP
YPPY

3. ebay®

Program Name: Ebay.java

Input File: ebay.dat

Input File

```
11
49.99 75.10
9.99 999.99
75.00 NOT SOLD
50.00 50.00
200.01 1000.02
1.00 1.00
500.00 1000.00
75.00 75.00
501.00 NOT SOLD
0.01 4.99
0.99 1.00
```

Output To Screen

```
More $0.80
More $3.26
Less $0.40
More $0.54
More $2.71
Less $0.02
More $2.51
More $0.60
Less $0.80
More $0.12
Less $0.02
```

4. Goldbach's Conjecture

Program Name: Goldbach.java

Input File: goldbach.dat

Input File

10
8
20
42
16
28
34
46
52
70
96

Output to Screen

8 = 3 + 5
20 = 3 + 17 = 7 + 13
42 = 5 + 37 = 11 + 31 = 13 + 29 = 19 + 23
16 = 3 + 13 = 5 + 11
28 = 5 + 23 = 11 + 17
34 = 3 + 31 = 5 + 29 = 11 + 23
46 = 3 + 43 = 5 + 41 = 17 + 29
52 = 5 + 47 = 11 + 41 = 23 + 29
70 = 3 + 67 = 11 + 59 = 17 + 53 = 23 + 47 = 29 + 41
96 = 7 + 89 = 13 + 83 = 17 + 79 = 23 + 73 = 29 + 67 = 37 + 59 = 43 + 53

5. Hangman

Program Name: Hangman.java

Input File: hangman.dat

Input File

```
6
Java is just fun
aeistfunjv
Lickety split
aeioubcdfg
UIL Academics
AIOUqwerty
University of Texas at Austin
TexsandMuivry
Elaborate Please
cduqfzy
Hangman is a fun GAME
Hangmisfue
```

Output to Screen

```
WON 6
LOSE 0
QUIT 1
QUIT 5
LOSE 0
WON 7
```

6. Largest Square

Program Name: LSquare.java

Input File: lsquare.dat

Input File

```
4
9
AAABBBAAA
AAABBBAAA
AAABBBAAA
AAABBBAAA
AABBBBBBBB
AABBBBBBBB
AABBBBBBBB
ABBBBBBBB
BBBBBBBBB
BBBBBBBBB
3
3 2
1 1
6 5
5
BBBBB
BBBBB
BBBBB
BBBBB
BBBBB
2
1 2
2 2
1
A
1
0 0
8
AAABBQQQ
AABBBQQQ
AABBBQQQ
AABBBBBB
AABBBBBB
AABBBBBB
AABBBBBB
AABBBBBB
AABBBBBB
4
5 5
1 6
2 3
7 2
```

Output To Screen

3 2 1
1 1 3
6 5 5

1 2 3
2 2 5

0 0 1

5 5 5
1 6 3
2 3 3
7 2 1

7. Minutes Played

Program Name: Minutes.java

Input File: minutes.dat

Input File

7

```
Mary Q1 12:00 Q1 2:13 Q2 10:45 Q2 7:33 Q2 4:12 Q3 4:33 Q4 9:27 Q4 0:00
Anne Q1 5:55 Q2 7:34 Q3 5:58 Q4 7:55
Suan Q1 9:21 Q2 10:12 Q2 2:21 Q2 1:08 Q3 12:00 Q3 4:03 Q4 3:13 Q4 0:00
Evie Q2 1:10 Q3 9:21
Brittany Q1 0:04 Q2 4:59 Q3 12:00 Q4 0:00
Bailey Q1 12:00 Q4 0:00
Bekka Q3 10:23 Q4 11:12 Q4 10:01 Q4 5:40
```

Output To Screen

```
Mary 34:05
Anne 20:24
Suan 23:32
Evie 3:49
Brittany 31:05
Bailey 48:00
Bekka 15:32
```

8. Musical Chairs

Program Name: Chairs.java

Input File: chairs.dat

Input File

```
4
6
ANNE, BECKA, CHAD, DREW, ERNIE, FRANK, GEORGE
3 5
2 1
4 3
3 1
2 2
1 2
8
EVIE, FRANK, GINA, HANK, IRENE, JACK, KEN, LLOYD, MEL
8 2
7 2
6 2
5 2
4 2
3 2
2 2
1 1
4
PAM, QUIN, REX, SAM, TOM
1 1
1 1
1 1
1 1
5
H, I, J, K, L, M
2 4
3 3
2 1
2 1
1 2
```

Output To Screen

```
FRANK GEORGE ANNE BECKA DREW ERNIE
ERNIE FRANK GEORGE ANNE BECKA
FRANK GEORGE BECKA ERNIE
BECKA ERNIE FRANK
FRANK ERNIE
FRANK

FRANK HANK IRENE JACK KEN LLOYD MEL EVIE
HANK JACK KEN LLOYD MEL EVIE FRANK
JACK LLOYD MEL EVIE FRANK HANK
LLOYD EVIE FRANK HANK JACK
EVIE HANK JACK LLOYD
HANK LLOYD EVIE
EVIE LLOYD
LLOYD

QUIN REX SAM TOM
REX SAM TOM
SAM TOM
TOM
```

M H I K L
K L H I
I K L
L I
L

9. Savings

Program Name: Savings.java

Input File: savings.dat

Input File

12.34
34.78
8.01
23.98
42.31
0.34
21.99
40.00

Output to Screen

\$3.25

10. UIL

Input

There is no input for this problem.

Output to Screen

```
UU  UU  II  LL
UUUUUUUU  II  LLLLLL
UUUUUUUU  II  LLLLLL
```

11. Unlucky in Love

12. Valet Parking

Program Name: Valet.java

Input File: valet.dat

Input File

```
7
ABCDEFG E C D
REGION N O I E R G
FIRSTPLACE R E T I P
COMPUTER R C P U
X X
AUSTIN A U S T I N
AUSTIN N I T S U A
```

Output to Screen

```
ABCDEFG
E ABCDGF
C BADGF
D ABGF

REGION
N REGIO
O REGI
I REG
E RG
R G
G PARKING LOT EMPTY

FIRSTPLACE
R IFSTPLACE
E IFSTPLAC
T SFIPLAC
I FSPLAC
P SFLAC

COMPUTER
R COMPUTE
C OMPUTE
P MOUTE
U OMTE

X
X PARKING LOT EMPTY

AUSTIN
A USTIN
U STIN
S TIN
T IN
I N
N PARKING LOT EMPTY

AUSTIN
N AUSTI
I AUST
T AUS
S AU
U A
A PARKING LOT EMPTY
```