

# EXP NO . - 1.2

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**BRANCH – B.TECH (CSE)** 

SEMESTER - 2<sup>ND</sup>

SUBJECT – COMPUTER WORKSHOP

### TOPIC. =

Tony Stark is in the planet Titan crying for his friends are turning into ashes, and on earth mayhem has ensued since a lot of people are turning into ashes too. Some trains have been derailed in such a way that a lot of its coaches are thrown off in a random disarray like coach 3, 4 and 5 are thrown off in one place, coach 2 and 6 are thrown off in another place, etc.

S.H.I.E.L.D calls upon Hulk and jarvis to help them collect and connect some the thrown off coaches of those trains, but a train can only move if the collected coaches number are in a continuous manner (need not to be in order) ,like 1234, 2314, 4123, 2341 etc.

Help Jarvis write a program for hulk to decide whether collected coaches will move or not.

### SOLUTION -

Input Format:

First line contains one number *t* , denoting the number of test cases.

Next t lines contain sequence of the collected coach numbers (n)

**Output Format:** 

YES or NO (In capitals)

Input constraints:

1 <= t <= 10000

1<= n <= 1000000

UID - 20BCS2761

SEC/GROUP – 26(B)

D.O.P - 3 MAY 2021



# CODE IN TEXT FORM

```
#include <bits/stdc++.h>
using namespace std;
bool helpJarvis(string s)
{
  vector<char> v;
  for (int i = 0; i < s.size(); i++)
    v.push_back(s[i]);
  sort(v.begin(), v.end());
  for (int i = 0; i < v.size() - 1; i++)
    if ((v[i + 1] - v[i]) != 1)
       return false;
  return true;
}
int main()
{
  string s = "4231";
  bool ans = helpJarvis(s);
  if (ans == true)
    cout << "YES\n";</pre>
  else
    cout << "NO\n";</pre>
  return 0;
}
```



# CODE IN COMPILER / IDE -



OUTPUT -





### LEARNING OUTCOMES

- 1. Apply coding skills to solve application based problems on competitive platforms such as Hacker Rank/ Hacker Earth/Code Chef.
- 2. Understand the basic concept and structure of computer hardware
- 3. Identify the existing configuration of the computers and peripherals.
- 4. Installing and uninstalling multiple operating systems on a machine.
- 5. Apply their knowledge about computer peripherals to identify /rectify problems on-board.

# **EVALUATION COLUMN (To be filled by concerned faculty only)**

Sr. No.	Parameters	Maximum Marks	Marks Obtained
1.	Worksheet Completion including writing learning objective/ Outcome	10	
2.	Post Lab Quiz Result	5	
3.	Student engagement in Simulation/ Performance/ Pre Lab Questions	5	
4.	Total Marks	20	