Jutge.org

The Virtual Learning Environment for Computer Programming

Role classification

P60296_en

Setè Concurs de Programació de la FME (2010-12-21)

Simulate a server of a role-playing game for two players. Each player has an "elo", which is a value larger the better is the player. Everyone starts with 1200 points, and nobody ever gets a lower quantity, no matter how many games are lost. Whenever there is a match, the winner gets 10 elo points, and the loser loses 10 elo points (with the limitation above). The elo of a player is kept when he or she disconnects from the server.

We have these instructions:

- "LOGIN" j: The player j starts a session. Ignore it if the player is already connected.
- "LOGOUT" j: The player j closes the session. Ignore it if the player is not connected.
- "PLAY" j_1 j_2 : Indicates that j_1 has beaten j_2 , with $j_1 \neq j_2$. Ignore it but print an error message if any of the two players is not connected.
- "GET_ELO" *j*: Print the player *j* (who was connected for sure previously, although now may be disconnected) with his or her current elo.

Input

Input consists of several instructions for at most 10^5 players. Each player's name is different and made up of only lowercase letters.

Output

For every instruction "GET_ELO" (and perhaps "PLAY") print the proper output. At the end, print an empty line, the word "RANKING", and a ranking sorted in decreasing order by elo (if there is a tie, print first the alfabetically smallest name) with all the players ever connected to the server.

Sample input 1

LOGIN destello LOGIN fxtr PLAY destello fxtr PLAY destello fxtr LOGIN carokhan GET_ELO destello GET_ELO fxtr LOGOUT destello PLAY carokhan fxtr LOGOUT fxtr LOGIN cerebrus LOGOUT cerebrus LOGIN grassman PLAY destello grassman PLAY grassman destello LOGIN cusell

Sample input 2

PLAY omer petit LOGIN omer PLAY omer petit LOGIN omer LOGOUT omer GET_ELO omer

Problem information

Author: Enric Cusell

Translator : Salvador Roura Generation : 2024-05-02 20:24:46

© *Jutge.org*, 2006–2024. https://jutge.org

Sample output 1

destello 1220
fxtr 1200
player(s) not connected
player(s) not connected

RANKING destello 1220 carokhan 1210 cerebrus 1200 cusell 1200 fxtr 1200

grassman 1200

Sample output 2

player(s) not connected
player(s) not connected
omer 1200

RANKING omer 1200