The Virtual Learning Environment for Computer Programming

# **Queues of a supermarket (2)**

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Simulate the behavior of the queues of a supermarket. Initially, there are n queues (1, 2, ..., n), each one with some customers. Afterwards, two events can happen:

- A costumer arrives to a queue: If the queue is between 1 and *n*, the customer goes to the end of that queue. Otherwise, the event is ignored.
- A customer leaves a queue: If the queue is between 1 and *n*, and that queue is not empty, the oldest customer of that queue leaves it. Otherwise, the event is ignored.

# Input

Input starts with the number of queues *n* (a strictly positive natural number). Follow *n* lines, one per queue, each one with its customers (a word) and their ages (a real number). Follow an empty line and the description of several events, one per line: the word "ENTERS" followed by the customer, the customer's age, and the queue; or the word "LEAVES" followed by the queue. All the customers have different ages.

# Output

First, print the name of the customers that leave the queues, in the order that they departed. Afterwards, print the final content of the *n* queues, using the order in which the customers would leave. Follow the format of the example.

### Sample input

4 Cristina 10 Tomas 27 Francesc 70 Damia 25.5 Domenec 80 Teresa 19 Toni 83 Carles 24 LEAVES 1 LEAVES 1 ENTERS Amalia 30 4 LEAVES 2 LEAVES 1 ENTERS Leo 22 1 ENTERS Maria 20 3 LEAVES 4 LEAVES 4 leaves 3 ENTERS Carme 18 4 LEAVES 2 LEAVES -1 LEAVES 2

# Sample output

```
DEPARTS
_____
Tomas
Cristina
Domenec
Toni
Amalia
Maria
Francesc
Damia
FINAL CONTENTS
_____
queue 1: Leo
queue 2:
queue 3:
queue 4: Carles Teresa Carme
```

# **Problem information**

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