"MUH and Sticks"

By Prince Agarwal
[" Hello World "]

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                    ┌─────────────────────────────┐
                    │      MUH and Sticks          │
                    └─────────────────────────────┘
                      ↙          ↓          ↘
              Menshykov                    Horace
                            Uslada
                 │            │              │
                 ↓            ↓              ↓
            ┌──────────┐           ┌──────────┐
            │   Bear   │           │ Elephant │
            └──────────┘           └──────────┘
```
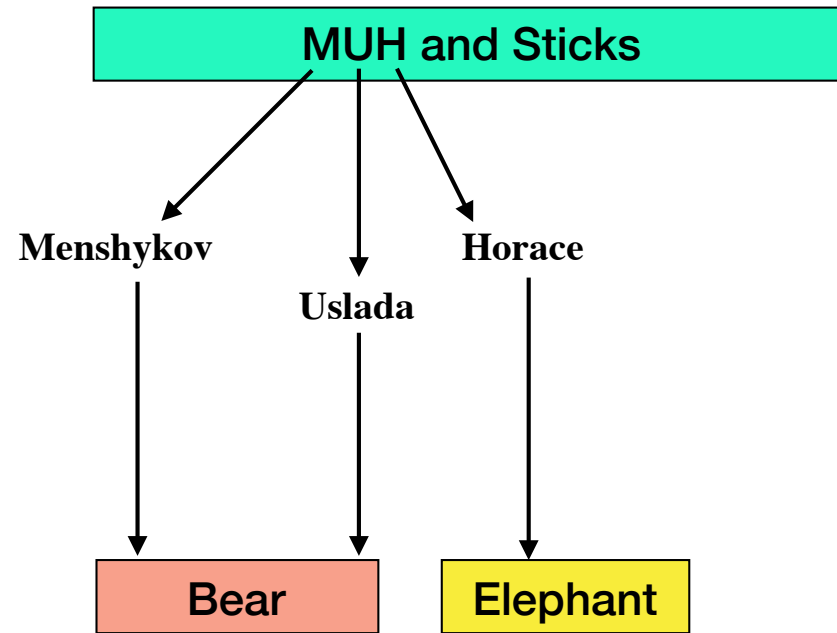
We gave 6 sticks,

 4 -> leg

1 -> body

1 -> Head
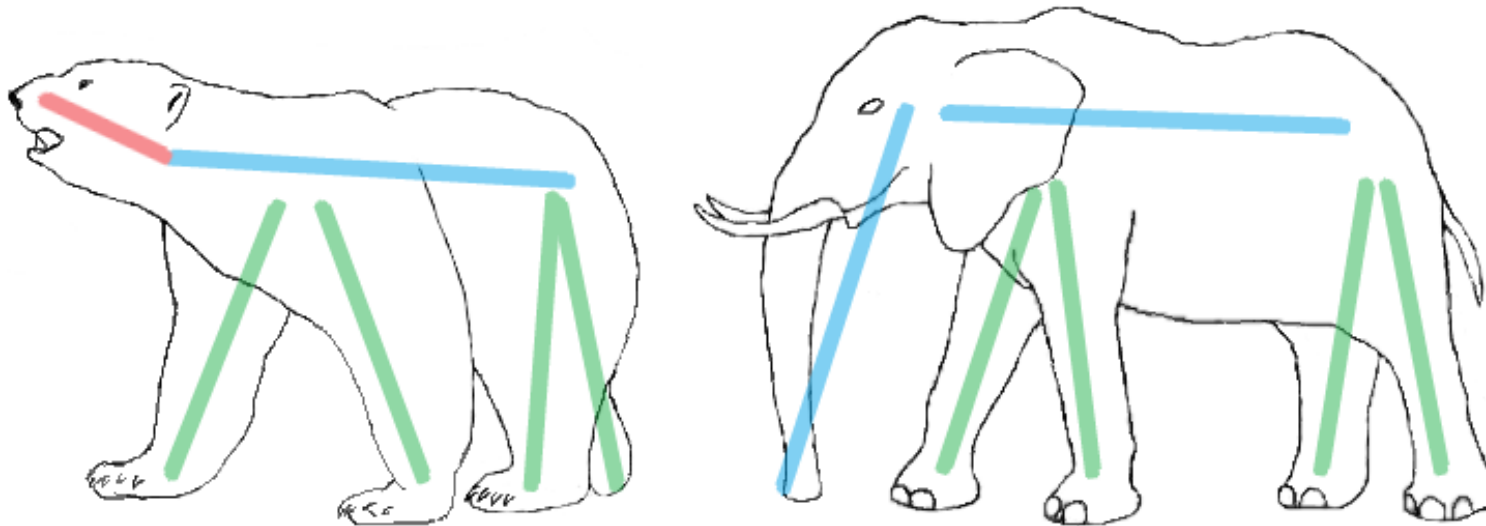
We gave 6 sticks,

4 -> leg

1 -> body

1 -> Head

MUH and Sticks

Bear   Elephant

Conditions :->

1) **in bear,** length of body > length of head

2) **in elephant,** length of body = length of head

Problems :-

1) How to get the 4 equal numbers among 6 numbers ,

2) It may all the 6 numbers are same, then how we identify that numbers.

**3) If we got the 4 equal numbers by chance,
then how we identified others two …**

LOTS OF PROBLEMS …

MUH and Sticks

Solutions :-   **Range of length of stick = 1 to 9**

Assume, array   Int a[10] = { 0 };

0	1	2	3	4	5	6	7	8	9
0	0	0	0	0	0	0	0	0	0

Example :-   **4 2 5 4 4 4**

0	1	2	3	4	5	6	7	8	9
0	0	1	0	4	1	0	0	0	0

MUH and Sticks

Solutions :-

Our work is on, this array

0	1	2	3	4	5	6	7	8	9
0	0	1	0	4	1	0	0	0	0

Step 1:- First we have to find that length of stick which has quantity greater than or equal to 4

Lets suppose :-

0	1	2	3	4	5	6	7	8	9
0	0	1	0	3	1	1	0	0	0

Not Valid

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Solutions :-

Our work is on, this array

0	1	2	3	4	5	6	7	8	9
0	0	1	0	4	1	0	0	0	0

Step 1:- First we have to find that **length of stick** which has quantity **greater than or equal to 4**

Leg = 1;   // Leg =1 symbolises that we have a 4 legs with equal length

Leg_value = 4;

0	1	2	3	4	5	6	7	8	9
0	0	1	0	0	1	0	0	0	0

Solutions :-   Our work is on, this array

0	1	2	3	4	5	6	7	8	9
0	0	1	0	0	1	0	0	0	0

Step 2:-   Now, we have to find that **length of stick** which has quantity greater than or equal to 1

Body = 1;

Body_value = 2;

0	1	2	3	4	5	6	7	8	9
0	0	0	0	0	1	0	0	0	0

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Solutions :-   Our work is on, this array

0	1	2	3	4	5	6	7	8	9
0	0	0	0	0	1	0	0	0	0

Step 3:- **Now, we have to find that length of stick which has quantity greater than or equal to 1**

head = 1;

head_value = 5;

0	1	2	3	4	5	6	7	8	9
0	0	0	0	0	0	0	0	0	0

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Leg = 1;
Leg_value = 4;

Body = 1;
Body_value = 2;

head = 1;
head_value = 5;

If we don't know the respective values :-

Leg = 1;
Leg_value = **?** ;

Body = 1;
Body_value = **?** ;

head = 1;
head_value = **?** ;

For animals = bear or elephants

Must satisfy 3 conditions :-

Leg = 1;   Body = 1;   head = 1;
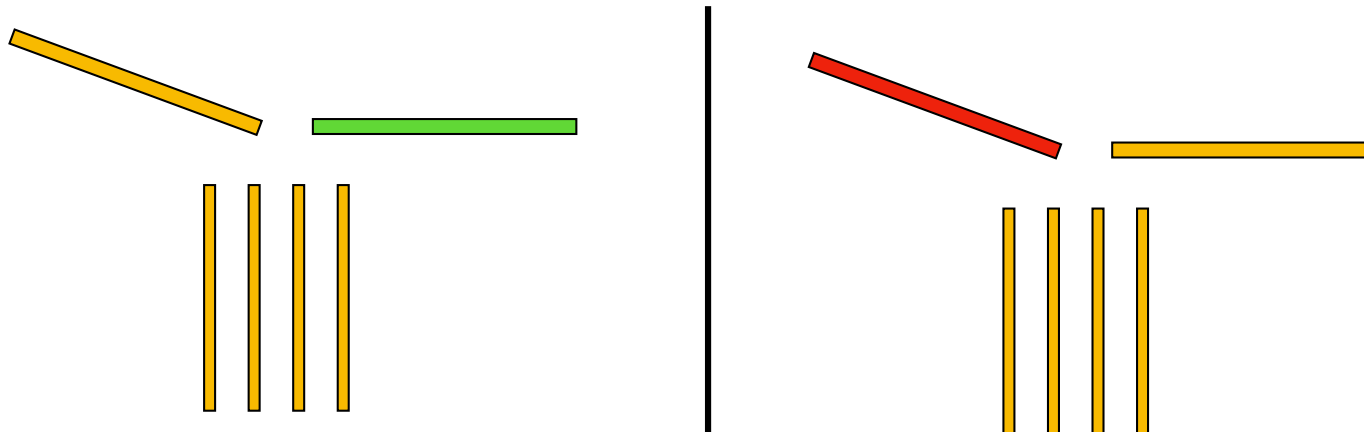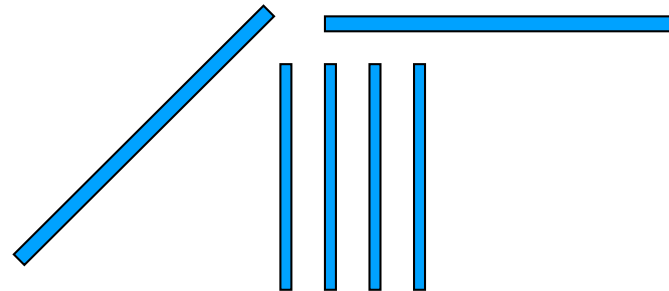
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Condition for bears :->

1)
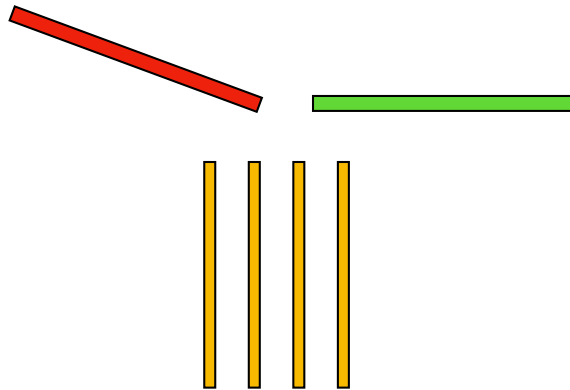
leg_value != head_value && leg_value!= body_value && head_value != body_value

2)

body_value != head_value && (leg_value!= body_value || le_value != head_value)

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Condition for Elephant :->

1)
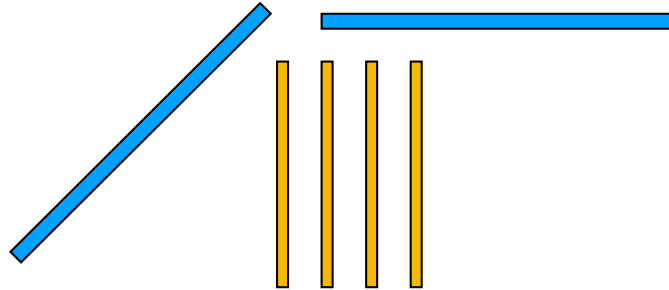
leg_value != head_value &&   leg_value!= body_value && head_value == body_value

2)

leg_value == head_value &&   leg_value== body_value && head_value == body_value

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" If you feel any problem then comments in my video
I will reply as soon as possible "

- Prince Agarwal