电视游戏的萤幕截图

描述已自动生成

#include <cstdio>

#include <cstring>

int main() {

int rows = 0; //总行数

char cache[1001]; // +1 给 \n

scanf("%d", &rows);

getchar();

scanf("%[^\n]", &cache);

int len = strlen(cache);

int columns = (len / rows); //总列数

if (((float)len / (float)rows) - (len / rows) != 0)

columns++;

char \*\*all = new char\*[rows];

for (int i = 0; i < rows; i++)

all[i] = new char[columns];

int ci = 0;

int current\_row = 1;

int current\_column = columns;

while (true) {

if (ci < len) {

//还要-1给引索

all[current\_row - 1][current\_column - 1] = cache[ci];

ci++;

}

else {

all[current\_row - 1][current\_column - 1] = ' ';

}

current\_row++;

if (current\_row > rows) {

current\_row = 1;

current\_column--;

}

if (current\_column == 0)

break;

}

for (int i = 0; i < rows; i++) {

for (int j = 0; j < columns; j++) {

printf("%c", all[i][j]);

}

putchar('\n');

delete[] all[i];

}

delete[] all;

return 0;

}