Exercise 1:

Cyclic Rotation

([1,2,3,4,5,6],4)

([3, 8, 9, 7, 6],3)

([2,3,4,5,6,8],2)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Codility\_Day2

{

class CyclicRotation

{

static void Main()

{

int[] A = new int[] { 3, 8, 9, 7, 6 };

int K = 3;

int[] resultArray = solution(A, K);

foreach (int temp in resultArray)

Console.WriteLine(temp) ;

}

private static int[] solution(int[] A, int K)

{

var B = new int[A.Length];

for(int i=0;i<A.Length;i++)

{

B[(i + K) % A.Length] = A[i];

}

return B;

}

}

}

Exercise 2:

OddOccurrences

[9,8,7,8,7]

[1,1,2,2,3,3,4,4,5,5,6,7,7,8,8]

[23,23,45,67,78,67,78]

[5,5,6,6,7,7,8,8,5,5,4]

66%

using System;

using System.Collections.Generic;

// you can also use other imports, for example:

// using System.Collections.Generic;

// you can write to stdout for debugging purposes, e.g.

// Console.WriteLine("this is a debug message");

class Solution {

public int solution(int[] A) {

var dictionary = new Dictionary<int, short>();

int? oddVal = null;

for (var i = 0; i < A.Length; i++)

{

if (dictionary.ContainsKey(A[i]))

{

dictionary[A[i]] = 2;

} else

{

dictionary.Add(A[i], 1);

}

}

foreach (KeyValuePair<int, short> entry in dictionary)

{

if (entry.Value == 1)

{

oddVal = entry.Key;

break;

}

}

return (int)oddVal;

}

// write your code in C# 6.0 with .NET 4.5 (Mono)

}

2nd

66%

using System;

using System.Collections.Generic;

// you can also use other imports, for example:

// using System.Collections.Generic;

// you can write to stdout for debugging purposes, e.g.

// Console.WriteLine("this is a debug message");

class Solution {

public int solution(int[] A) {

var dictionary = new Dictionary<int, short>();

int? oddVal = null;

for (var i = 0; i < A.Length; i++)

{

if (dictionary.ContainsKey(A[i]))

{

dictionary[A[i]] = 2;

}

else

{

dictionary.Add(A[i], 1);

}

}

foreach (KeyValuePair<int, short> entry in dictionary)

{

if (entry.Value == 1)

{

oddVal = entry.Key;

break;

}

}

return (int)oddVal;

// write your code in C# 6.0 with .NET 4.5 (Mono)

}

}

----------------------------------

100%

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Codility\_Day2

{

class OddOccurrences\_Using\_XOR\_Operartor

{

static void Main()

{

int[] A = new int[] { 9, 3, 9, 3, 9, 7, 9 };

int resultunpaired = findUnPaired(A);

Console.WriteLine(resultunpaired);

}

static int findUnPaired(int [] A)

{

int unpaired = 0;

for(int i=0;i<A.Length-1;i++)

{

unpaired ^= A[i];

}

return unpaired;

}

}

}