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## Tugas OTS Week 6

# 1) Soal Asisten Sherlock Holmes

➤ Source Code

```
#include <stdio.h>
struct node
    struct node *link;
    char alphabet;
};
int main()
    struct node 11, 12, 13, 14, 15, 16, 17, 18, 19;
    11.link = NULL;
    11.alphabet = 'F';
    12.link = NULL;
    12.alphabet = 'M';
    13.link = NULL;
    13.alphabet = 'A';
    14.link = NULL;
    14.alphabet = 'I';
    15.link = NULL;
    15.alphabet = 'K';
    16.link = NULL;
    16.alphabet = 'T';
    17.link = NULL;
    17.alphabet = 'N';
    18.link = NULL;
```

```
18.alphabet = '0';
   19.link = NULL;
   19.alphabet = 'R';
   14.1ink = &17; // N
   17.link = &11; // F
   11.link = &18; // 0
   18.link = &19; // R
   19.link = \&12; // M
   12.1ink = &13; // A
   13.link = \&16; // T
   16.link = &14; // I
   //Mencetak node
   printf("%c",
14.alphabet);
   printf("%c", 14.link-
>alphabet);
   printf("%c", 14.link->link-
>alphabet);
   printf("%c", 14.link->link->link-
>alphabet);
    printf("%c", 14.link->link->link->link-
>alphabet);
   printf("%c", 14.link->link->link->link->link->
>alphabet);
   printf("%c", 14.link->link->link->link->link->link->
>alphabet);
   printf("%c", 14.link->link->link->link->link->link->link->
>alphabet);
   printf("%c", 14.link->link->link->link->link->link->link-
>link->alphabet); // I
   14.1ink = &15;
   15.1ink = &13;
   printf("%c", 14.link->alphabet);
   printf("%c", 14.link->link->alphabet); // A
   return 0;
```

### > Penjelasan

Pada codingan diatas, struct node memiliki variabel link sebagai pointer yaitu penghubung atau melanjutkan node berikutnya dan alphabet sebagai karakter pada node. Fungsi main mencetak node secara berurutan.

#### 2) Soal Hackerrank

```
➤ Source Code
  #include <assert.h>
  #include <ctype.h>
  #include inits.h>
  #include <math.h>
  #include <stdbool.h>
  #include <stddef.h>
  #include <stdint.h>
  #include <stdio.h>
  #include <stdlib.h>
  #include <string.h>
  char* readline();
  char* ltrim(char*);
  char* rtrim(char*);
  char** split string(char*);
  int parse int(char*);
  /*
   * Complete the 'twoStacks' function below.
   * The function is expected to return an INTEGER.
   * The function accepts following parameters:
   * 1. INTEGER maxSum
```

```
* 2. INTEGER ARRAY a
* 3. INTEGER ARRAY b
*/
int twoStacks(int maxSum, int a count, int* a, int b count, int* b)
  int i = 0, j = 0, sum = 0, count = 0;
  while (i < a count && sum + a[i] <= maxSum)
    sum += a[i];
    i++;
  count = i;
  while (i < b \text{ count && } i \ge 0)
    sum += b[j];
    j++;
    while (sum \geq maxSum && i \geq 0)
       i--;
       sum = a[i];
    if (sum \leq maxSum && i + j > count)
       count = i + j;
  return count;
}
int main()
  FILE* fptr = fopen(getenv("OUTPUT_PATH"), "w");
  int g = parse int(ltrim(rtrim(readline())));
  for (int g_itr = 0; g_itr < g; g_itr++) {
```

```
char** first multiple input = split string(rtrim(readline()));
  int n = parse int(*(first multiple input + 0));
  int m = parse int(*(first multiple input + 1));
  int maxSum = parse int(*(first multiple input + 2));
  char** a_temp = split_string(rtrim(readline()));
  int* a = malloc(n * sizeof(int));
  for (int i = 0; i < n; i++) {
     int a item = parse int(*(a temp + i));
     *(a + i) = a_item;
  char** b_temp = split_string(rtrim(readline()));
  int* b = malloc(m * sizeof(int));
  for (int i = 0; i < m; i++) {
     int b item = parse int(*(b temp + i));
     *(b + i) = b item;
  int result = twoStacks(maxSum, n, a, m, b);
  fprintf(fptr, "%d\n", result);
}
fclose(fptr);
return 0;
```

}

```
char* readline() {
  size t alloc length = 1024;
  size t data length = 0;
  char* data = malloc(alloc length);
  while (true) {
     char* cursor = data + data length;
     char* line = fgets(cursor, alloc_length - data_length, stdin);
     if (!line) {
       break;
     }
     data length += strlen(cursor);
     if (data length < alloc length - 1 || data[data length - 1] ==
'\n') {
       break;
     alloc length <<= 1;
     data = realloc(data, alloc length);
     if (!data) {
       data = '\0';
        break;
  }
  if (data[data length - 1] == '\n') {
     data[data\_length - 1] = '\0';
     data = realloc(data, data_length);
```

```
if (!data) {
        data = '\0';
     }
  } else {
     data = realloc(data, data_length + 1);
     if (!data) {
        data = '\0';
     } else {
        data[data_length] = '\0';
   }
  return data;
}
char* ltrim(char* str) {
  if (!str) {
     return '0';
  }
  if (!*str) {
     return str;
  }
  while (*str!= '\0' && isspace(*str)) {
     str++;
   }
  return str;
}
char* rtrim(char* str) {
  if (!str) {
     return '\0';
  }
```

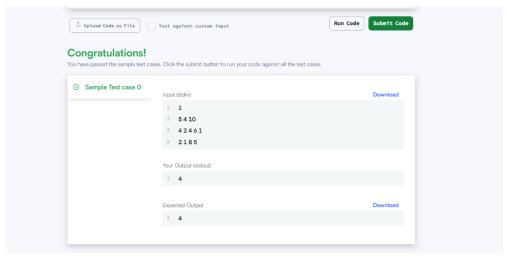
```
if (!*str) {
     return str;
  char* end = str + strlen(str) - 1;
  while (end >= str && isspace(*end)) {
     end--;
  *(end + 1) = '\0';
  return str;
char** split_string(char* str) {
  char** splits = NULL;
  char* token = strtok(str, " ");
  int spaces = 0;
  while (token) {
     splits = realloc(splits, sizeof(char*) * ++spaces);
     if (!splits) {
       return splits;
     }
     splits[spaces - 1] = token;
     token = strtok(NULL, " ");
  return splits;
```

```
int parse_int(char* str) {
   char* endptr;
   int value = strtol(str, &endptr, 10);

   if (endptr == str || *endptr != '\0') {
      exit(EXIT_FAILURE);
   }

   return value;
}
```

#### > Hasil



## > Penjelasan

Codingan di atas untuk menentukan jumlah maksimum data yang dapat diambil dari dua tumpukan stack dengan batasan tidak melebihi nilai tertentu.