
LEVEL 2

LEVEL 2

Milton Friedman: Freedom to trade, people!

That's what we need.

We need to find the best deals we can make and make them happen!

New in Level 2: Find the best trade

LEVEL 2

The economists can now trade sweets with each other.
Sweets can only be traded one for one.

For each economist, output the valid trade that would increase the value of the economists basket the most based on the calculation of the last level. The trades are **independent** from each other.

When two trades are equally beneficial, take the one where the **id of the trade** partner is **lower**. If an economist has no trade available that would increase their baskets value, output ‘NO TRADE’

The input format is identical to last level

LEVEL 2

	Input	Output
Format	N ecoId1 value1 value2 . . . valueX (line is repeated N times)	**ecoId1 sweet1 ecoId2 sweet2** **(line is repeated N times where N is the number of economists)**
Types	N (int): number of ecos ecoId (int): id of the economist value (int): value of the sweet	**ecoId1 (int): id of the eco that is executing the trade** **sweet1 (int): value of the sweet that eco1 is trading a away** **ecoId2 (int): the id of the eco that eco1 is trading with** **sweet2 (int): value of the sweet that eco1 is receiving**
Example	5 1 8 2 7 3 1 2 5 3 5 7 4 7 3 1 8 4 6 2 5 8 5 7 3 6 1	NO TRADE 2 1 1 8 3 5 1 8 4 1 1 8 5 1 1 8 Explanation: eco 1 does not trade, because no other eco has something that is of higher value than 8. 3 5 1 8 means eco 3 trades with eco 1. Eco 3 gives away sweet 5 and receives sweet 8.

TRICK OR TRADE

GOOD LUCK