

Converging Maze: Nearest meeting cell

1 Converging Maze: Maximum Node

Problem Description

You are given a maze with N cells. Each cell may have multiple entry points but not more than one exit (ie. entry/exit points are unidirectional doors like valves).

The cells are named with integer value from 0 to N-1.

You have to find:

Find the node number of maximum weight node (Weight of a node is the sum of numbers of all nodes pointing to that node)

INPUT FORMAT

- 1 An integer T denoting the number of test cases.
- 2 Converging Maze: Largest weight node
- 3 Converging Maze: Nearest meeting cell

You are given a maze with N cells. Each cell may have multiple entry points but not more than one exit (ie. entry/exit points are unidirectional doors like valves).

The cells are named with an integer value from 0 to N-1.

You have to find:

Nearest meeting cell: Given any two cells - C1, C2, find the closest cell Cm that can be reached from both C1 and C2.

Function Description:

You are given a function *Solution* containing arr[N], src, desc as inputs. Complete the code in the function and return the answer from it.

INPUT FORMAT  
Required full-screen mode

- 1. An integer T denoting the number of test cases. will
- 2. The first line contains 3 integers: N, src, desc. You are required to attempt this test in Fullscreen mode. Please click ok to continue with the test.
- 3. The second line contains the cell number of the source and destination. You should not disable Fullscreen mode after you continue with the test, else it will reflect in your assessment report. ains the 't have
- 4. Third line contains the cell number of the destination. Note : Do not try to switch tabs using keyboard shortcuts. That ds to be

OUTPUT FORMAT

Okay

For each testcase given, output a single line that denotes the nearest meeting cell (NMC)

Sample Input & Output

Input

1  
23  
4 4 1 4 13 8 8 8 0 8 14 9 15 11 -1 10 15 22 22 22 22 22 21  
9 2

Output

4

Close

# Not attempted # Attempted ^

Mark for review

Std Input

+

Std Output

+