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Started on	Tuesday, 29 October 2024, 1:47 PM
State	Finished
Completed on	Tuesday, 29 October 2024, 1:50 PM
Time taken	3 mins 30 secs
Grade	10.00 out of 10.00 (100%)

Question 1

Correct

Mark 10.00 out of 10.00

Playing with Numbers:

Ram and Sita are playing with numbers by giving puzzles to each other. Now it was Ram term, so he gave Sita a positive integer 'n' and two numbers 1 and 3. He asked her to find the possible ways by which the number n can be represented using 1 and 3. Write any efficient algorithm to find the possible ways.

Example 1:**Input:** 6**Output:** 6**Explanation:** There are 6 ways to 6 represent number with 1 and 3

1+1+1+1+1+1

3+3

1+1+1+3

1+1+3+1

1+3+1+1

3+1+1+1

Input Format

First Line contains the number n

Output Format**Print: The number of possible ways 'n' can be represented using 1 and 3**

Sample Input

6

Sample Output

6

Answer: (penalty regime: 0 %)

```

1  #include<stdio.h>
2  long long int count(int n){
3      long long int table[n+1];
4      int i;
5      for(i=0;i<=n;i++){
6          table[i] = 0;
7      }
8      table[0]=1;
9      for(int i = 1;i<=n;i++){
10         table[i] +=table[i-1];
11         if(i>=3){
12             table[i] +=table[i-3];
13         }
14     }
15     return table[n];
16 }
17 int main(){
18     int n;
19     scanf("%d",&n);
20     printf("%lld",count(n));
21 }

```

	Input	Expected	Got	
✓	6	6	6	✓
✓	25	8641	8641	✓

	Input	Expected	Got	
✓	100	24382819596721629	24382819596721629	✓

Passed all tests! ✓

Correct

Marks for this submission: 10.00/10.00.

◀ 5-Implementation of Quick Sort

Jump to...

2-DP-Playing with chessboard ▶