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<b>Started on</b>	Tuesday, 22 October 2024, 1:53 PM
<b>State</b>	Finished
<b>Completed on</b>	Tuesday, 22 October 2024, 2:36 PM
<b>Time taken</b>	43 mins 25 secs
<b>Grade</b>	<b>10.00</b> out of 10.00 ( <b>100%</b> )

## 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
3 long long int count(int n){
4
5     long long int table[n+1];
6     int i;
7
8     for(i=0; i<n+1; i++){
9         table[i] = 0;
10    }
11    table[0] = 1;
12
13    for (int i = 1; i <= n; i++) {
14        table[i] += table[i - 1];
15        if (i >= 3) {
16            table[i] += table[i - 3];
17        }
18    }
19    return table[n];
20 }
21 int main(){
22     int n;
23     scanf("%d", &n);
24     printf("%lld", count(n));
25 }
26

```

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

