Homework 2B

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Problem explanation

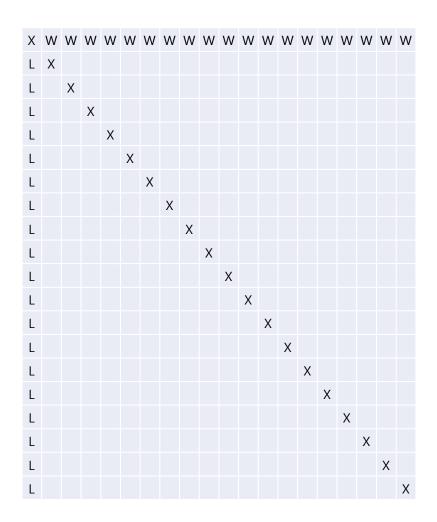
- Points for soccer teams
- A soccer league has 20 teams, and each team plays 19 games, once with all other teams. Each team gets
- A points when it wins, represented by "W" (win),
- B points when it ties, represented by "T" (tie), and
- 0 points when it is defeated, represented by "L" (lose),
- where A and B are integers satisfying 0 < B < A < 10.
- For given A and B, we want to know all the game results that yield the maximum OR minimum points (D) of a team with the Cth largest scores.
- A and B: 0 < B < A < 10 (integer)
- C: target ranking (1~20, integer)
- D: 0 (minimum) or 1 (maximum)

Let consider with D=1 first

If C=1, then I should make 1st team who got win as mush as they can.

It should be 19*Win.

And I'm only considering 1st largest scores, so I don't need to consider the other teams.



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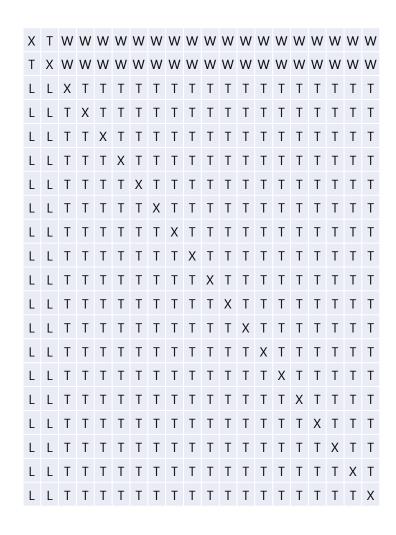
If C=2, then I should make 2st team who got win as mush as they can.

And it can't be 19*Win. If some team don't lose, then the other team have to got at least 1 Lose.

So I decide to make 18*Win+1*Tie

At the first largest team and second largest team as well.

And I'm only considering 2st largest scores, so I don't need to consider the other teams.



Let consider with D=1 first

If C=3, then I should make 3st team who got win as mush as they can.

And it can't be 19*Win. If some team don't lose, then the other team have to got at least 2 Lose.

So I decide to make 17*Win+2*Tie

At the first largest team and second largest team as well.

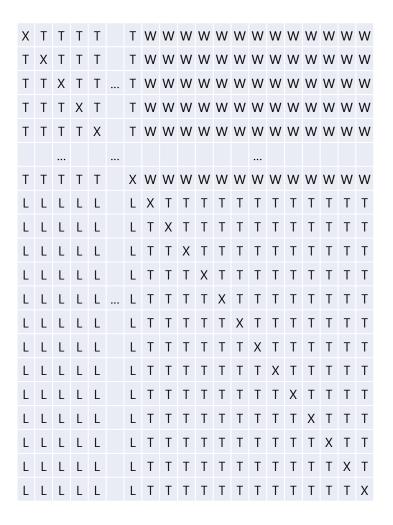
And I'm only considering 3st largest scores, so I don't need to consider the other teams.



So, if C=k, I can decide kth record as (19-k+1)*Win+(k-1)*Tie.

And these record should be same from largest team to kth largest team.

So, I can make it like right matrix.



When D=0, solution is similar.

If I change W to L, that's it.

So, if C=k, I can decide kth record as

(19-k+1)*Lose+(k-1)*Tie.

And these record should be same from smallest team to kth smallest team.

So, I can make it like right matrix.



This is main code.

```
int main(){
char Matrix[20][20];
int Score[20];
int A,B,C,D;
for(int i=0; i<20; i++) Score[i]=0;
scanf("%d %d %d %d",&A, &B, &C, &D);
if(D==1){
    for(int i=0; i<C;i++){
        for(int j=0;j<20;j++){
            if(i==j) Matrix[i][j]='X';
            else if(j<C) Matrix[i][j]='T';</pre>
            else Matrix[i][j]='W';
    for(int i=C; i<20;i++){
        for(int j=0;j<20;j++){
            if(i==j) Matrix[i][j]='X';
            else if(j<C) Matrix[i][j]='L';</pre>
            else Matrix[i][j]='T';
else if(D==0){
    for(int i=0; i<C;i++){
        for(int j=0;j<20;j++){
            if(i==j) Matrix[i][j]='X';
            else if(j<C) Matrix[i][j]='T';</pre>
            else Matrix[i][j]='L';
    for(int i=C; i<20;i++){
        for(int j=0;j<20;j++){
            if(i==j) Matrix[i][j]='X';
            else if(j<C) Matrix[i][j]='W';</pre>
            else Matrix[i][j]='T';
```