



ICPC International Collegiate Programming Contest The Asia West Regional Onsite Competition 2026

Peradeniya, Sri Lanka

String Cricket

Difficulty: Easy

Tagline: Given a set of cricket scores as random strings determine the winner of a cricket tournament.

Problem Statement:

A cricket tournament is being played among cricket enthusiasts, with the scores of the teams depending on some randomly generated strings. N number of teams will play with each other in round-robin style, and the winner will be the team with the most points at the end of the tournament. 2 points are given for a win, 1 point for a draw, and 0 points for a loss. The score of a team is the sum of the ascii character values of the randomly generated word.

Input Format:

The input will be given in the following format.

- The first line will represent the number of teams participating. The names of teams will be from 1 to N.
- Next N lines will denote the scores (**string of characters**) of all the teams against each other. Line 1 will have scores of team 1, line 2 of team 2, and so on.
- N-1 strings will be given in each line corresponding to the scores made against the other teams, with scores against team 1 mentioned first, scores against team 2 mentioned second, and so on.

Constraints:

- $1 < N \leq 200$

Output Format:

- Output the team number of the winner of the tournament. If there are multiple teams with the same number of points print a sorted list of the winners.



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Sample Input 0

2

ggg

fff

Sample Output 0

1

Explanation: Two teams are playing in the tournament. The ASCII sum of 'ggg' is 309, and the ASCII sum of 'fff' is 306. Therefore, Team 1 has the highest score and therefore is the winner.

Sample Input 1:

3

qK\$ OKw

so^ Bj\$

Ae^ Rb&

Sample Output 1:

1

2

3

Explanation: Three teams are in the tournament. Considering the ASCII sum of the randomly generated strings, it can be seen that all three teams have gained equal scores; therefore, they all should be returned sorted. Consider the matches given,

Match 1 -> $\text{Ascii_sum}(\text{qK\$}) < \text{Ascii_sum}(\text{so}^{\wedge}) \rightarrow 2 \text{ wins}$



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Match 2 -> $\text{Ascii_sum}(\text{OKw}) > \text{Ascii_sum}(\text{Ae}^{\wedge})$ -> 1 wins

Match 3 -> $\text{Ascii_sum}(\text{Bj}\$) < \text{Ascii_sum}(\text{Rb}\&)$ -> 3 wins