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PRACTICE COMPETE DISCUSS COMMUNITY HELP ABOUT

And a meds to decide its selection for the Davis Cup.  It needs to put forward a selection which should contain exactly G teams, each of which can be a singles/doubles team. N players are available with IDs in the range 1 to N.  Palayers can form a doubles team only if their IDs are adjacent to each other. A player can be a part of only one team in a selection.  The Indian coaches are trying to analyse the strengths and weaknesses of each selection and are everwhelmed by the vast selection possibilities. Help them find out how many different selections are ossible.  Number D is defined as 998244353  Number D is	Davis Problem code Tweet		ALL SUBMISSIONS MY SUBMISSIONS SUBMIT
In needs to decide its selection for the Davis Cup.  It needs to put forward a selection which should contain exactly G teams, each of which can be a implestioubles team. N players are available with IDs in the range 1 to N.  It needs to put forward a selection.  Players can form a doubles team only if their IDs are adjacent to each other. A player can be a part of only and team in a selection.  The Indian coaches are trying to analyse the strengths and weaknesses of each selection and are werewhelmed by the vast selection possibilities. Help them find out how many different selections are ossibile.  First line of Input contains 2 integers N.R.  The number O is defined as 998244353  ***Input**  **Insure of Input contains 2 integers N.R.  The number of teams required G must be a value in the range 1 to R.  **Dutput**  **Insure of Input contains R values- the number of selections modulo D where G ranges from 1 to R.  **Dutput**  **Insure ontains R values- the number of selections modulo D where G ranges from 1 to R.  **Dutput**  **Insure ontains R values- the number of selections modulo D where G ranges from 1 to R.  **Dutput**  **Insure ontains R values- the number of selections modulo D where G ranges from 1 to R.  **Dutput**  **Insure ontains R values- the number of selections modulo D where G ranges from 1 to R.  **Dutput**  **Insure ontains R values- the number of selections modulo D where G ranges from 1 to R.  **Dutput**  **Insure ontains R values- the number of selections modulo D where G ranges from 1 to R.  **Dutput**  **Insure ontains R values- the number of selections modulo D where G ranges from 1 to R.  **Dutput Online on the values- the number of selections modulo D where G ranges from 1 to R.  **Dutput Online on the values- the number of selections modulo D where G ranges from 1 to R.  **Dutput Online on the values- the number of selections modulo D where G ranges from 1 to R.  **Dutput Online on the values of the number of selections modulo D where G ranges from 1 to R.  **Dutput Online on the va			SUCCESSFUL SUBMISSIONS ®
threeds to put forward a selection which should contain exactly <i>G</i> teams, each of which can be a ingles/doubles team. N players are available with IDs in the range 1 to N.  It players can form a doubles team only if their IDs are adjacent to each other. A player can be a part of only one team in a selection.  The Indian coaches are trying to analyse the strengths and weaknesses of each selection and are weawhelmed by the vast selection possibilities. Help them find out how many different selections are bossible!  Number D is defined as 998244353  Input  First line of input contains 2 integers N.R.  The number of learns required <i>G</i> must be a value in the range 1 to R.  Dutput  First line of input contains R values- the number of selections modulo D where <i>G</i> ranges from 1 to R.  Constraints  I 1 S N 5 10 10  I - C = R = 2 16  Sample input:  12  Sample output:  13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A.B.C.D  G is 1 : (A), (B), (C), (D), (A.B), (B.C), (C.D)  G is 2 : (A)(B,C), (A)(C,D), (A.B)(C), (A.B)(D), (B)(C,D), (B.C)(D), (A.B)(C,D), (A.B)(C,D), (A.B)(C), (A.B)(D), (B.C)(C,D), (A.B)(C,C), (A.B)(D), (B.C)(C,C)  Author: vns03  Date Added: 25-02-2017  Time Limit: 1 - 2.1 see  Source Limit: 50000 Bytes  ADA, ASM, BASH, BF, C, C99 strict, CAML, (CLO), CLPS, CPP 4.3.2, CPP 4.9.2, CPP14, CARL (C.C.), CARL (C.C.), (C.C	roblem desci	ription.	
ingles/doubles team. N players are available with IDs in the range 1 to N.  It players can form a doubles team only if their IDs are adjacent to each other. A player can be a part of only one team in a selection.  The Indian coaches are trying to analyse the strengths and weaknesses of each selection and are weaknehilmed by the vast selection possibilities. Help them find out how many different selections are bossible!  Summber D is defined as 998244353  Input  First line of input contains 2 integers N.R.  The number of teams required 6 must be a value in the range 1 to R.  Dutput  Trist line contains R values- the number of selections modulo D where 6 ranges from 1 to R.  Constraints  1 S N 10 10  1 C R 2 16  Sample input:  12  Sample output:  13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  6 Isi 1 (A), (B), (C), (D), (A,B), (B,C), (C,D)  6 Isi 2 (A), (B,C), (A,C,D), (A,B), (C), (A,B), (D), (B,C), (D), (A,B), (C,D), (A,B), (C,D,C), (C,D), (C,D)  Author: rvns03  Date Added: 25-02-2017  Time Limit: 1 - 2.1 sec  Source Limit: 50000 Bytes  ADA, ASM, BASH, BF, C, C99 strict, CAML, CLOJ, CLPS, CPP 4.3.2, CPP 4.9.2, CPP14, CS2, D, ERL, PORT, FS, GO, HASK, ICK, ICON, JAWA, JS, LISP clipp, LISP stick, IUA, NEM,	ndia needs to	decide its selection for the Davis Cup.	
Number D is defined as 998244353  Input  Tirst line of input contains 2 integers N.R. The number of teams required G must be a value in the range 1 to R.  Dutput  Tirst line contains R values- the number of selections modulo D where G ranges from 1 to R.  Constraints  1 ≤ N ≤ 10 <sup>10</sup> 1 <= R <= 2 <sup>16</sup> Sample input:  12  Sample output:  7 / 13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  • G is 1: {A}, {B}, {C}, {D}, {A,B}, {C}, {D}, {A,B}, {C}, {A,B}, {D}, {B}, {C}, {C},D}  • G is 2: {A},{B}, {C}, {A},{C}, {D}, {A,B},{C}, {A,B},{D}, {B},{C}, {C},D}  Author: rvns03  Date Added: 25-02-2017  Time Limit: 1 - 2.1 sec  Source Limit: 50000 Bytes  ADA, A,SM, BASH, BF, C, C99 strict, CAML, CLOJ, CLPS, CPP 4.3.2, CPP 4.9.2, CPP14, CS2, D, ERL, FORT, FS, GO, HASK, ICK, ICCN, JAVA, JS, LISP clisp, LISP shot, LUA, NEM,			a
First line of input contains 2 integers N.R. The number of teams required <b>G</b> must be a value in the range 1 to R.  Output  First line contains R values- the number of selections modulo D where G ranges from 1 to R.  Constraints  • 1 ≤ N ≤ 10 <sup>10</sup> • 1 <= R <= 2 <sup>16</sup> Sample input:  42  Sample output:  7 13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  • G is 1 : (A), (B), (C), (D), (A,B), (B,C), (C,D)  • G is 2 : (A)(B,C), (A)(C,D), (A,B)(C), (A,B)(D), (B)(C,D), (B,C)(D), (A,B)(C,D), (A)(B), (A)(C,D), (A)(B)(C,D), (A,B)(C,D), (A,B)(C,D), (A,B)(C,D), (A,B)(C,D), (A,B)(C,D), (A,B)(C,D), (A,B)(C,D,C), (A,B			nly
Input  First line of input contains 2 integers N.R. The number of teams required <b>G</b> must be a value in the range 1 to R.  Output  First line contains R values- the number of selections modulo D where <b>G</b> ranges from 1 to R.  Constraints  • 1 ≤ N ≤ 10 <sup>10</sup> • 1 <= R <= 2 <sup>16</sup> Sample input:  42  Sample output:  7 13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  • 6 is 1: ⟨A⟩, ⟨B⟩, ⟨C⟩, ⟨D⟩, ⟨A,B⟩(C⟩, ⟨C,D⟩  • G is 2: ⟨A⟩(B,C), ⟨C⟩(D), ⟨A,B⟩(C⟩, ⟨A,B⟩(D), ⟨B⟩(C,D⟩, ⟨B,C⟩(D), ⟨A,B⟩(C,D), ⟨A,B⟩(	overwhelmed		
First line contains R values- the number of selections modulo D where G ranges from 1 to R  Constraints  • 1 ≤ N ≤ 10 <sup>10</sup> • 1 <= R <= 2 <sup>16</sup> Sample input:  4 2  Sample output:  7 13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  • G is 1 : {A}, {B}, {C}, {D}, {A,B}, {C}, {C,D}  • G is 2 : {A},{B,C}, {A},{C,D}, {A,B},{C}, {A,B},{D}, {B},{C,D}, {A,B},{C}, {A,B},{C}, {C,D}  (B), {C}, {B}, {C}, {C}, {D}  Author: rvns03  Date Added: 25-02-2017  Time Limit: 1 - 2.1 sec  Source Limit: 50000 Bytes  ADA, ASM, BASH, BF, C, C99 strict, CAML, CLOJ, CLPS, CPP 4.3.2, CPP 4.9.2, CPP 1.9.2, CPP 1.9.	Number D is d	lefined as 998244353	
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Constraints  • 1 ≤ N ≤ 10 <sup>10</sup> • 1 <= R <= 2 <sup>16</sup> Sample input:  4 2  Sample output:  7 13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  • G is 1 : {A}, {B}, {C}, {A}, {C,D}, {A,B}, {B,C}, {C,D}  • G is 2 : {A},{B,C}, {A},{C,D}, {A,B},{C}, {A,B},{D}, {B,C}, {D}, {A,B},{C,D}, {A,B},{C,D}, {A,B},{C,D}, {A,B},{C,D}, {A,B},{C,D}, {A,B},{C,D}, {A,B,C}, {A,B,C}, {A,B,C}, {A,B,C}, {A,B,C,D}, {A,B,C,C,D}, {A,B,C,C,D}, {A,B,C,C,D}, {A,B,C,C,D}, {A,B,C,C,D}, {A,B,C,C,C,D}, {A,B,C,C,D}, {A,B,C,C,C,C,C,C,C,C,C,C}, {A,C,C,C,C,C,C,C,C,C,C}, {A,C,C,C,C,C,C,C,C,C,C,C,C,C,C,C,C,C,C,C			
• 1 ≤ N ≤ 10 <sup>10</sup> • 1 <= R <= 2 <sup>16</sup> Sample input:  4 2  Sample output:  7 13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  • G is 1 : {A}, {B}, {C}, {D}, {A,B}, {B,C}, {C,D}  • G is 2 : {A}{B,C}, {A}{C,D}, {A,B}{C}, {A,B}{D}, {B}{C,D}, {B,C}{D}, {A,B}{C}, {A}{C,D}  (B}{C}, {B}{D}, {C}{D}  Author: rvns03  Date Added: 25-02-2017  Time Limit: 1 - 2.1 sec  Source Limit: 50000 Bytes  ADA, ASM, BASH, BF, C, C99 strict, CAML, CLOJ, CLPS, CPP 4.3.2, CPP 4.9.2, CPP14, CS2, D, ERL, FORT, FS, GO, HASK, ICK, ICON, JAVA, JS, LISP clisp, LISP slot, LUA, NEM,	Output		
• 1 <= R <= 2 <sup>16</sup> Sample input: 4 2  Sample output: 7 13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  • G is 1 : {A}, {B}, {C}, {D}, {A,B}, {B,C}, {C,D}  • G is 2 : {A}{B,C}, {A}{C,D}, {A,B}{C}, {A,B}{D}, {B}{C,D}, {B,C}{D}, {A,B}{C,C}, {A}{D}, {B}{C,C}, {A}{D}, {B}{C,C}, {A}{C,C}, {A}	First line conta	ains R values- the number of selections modulo D where G ranges from 1 to R	
• 1 <= R <= 2 <sup>16</sup> Sample input: 4 2  Sample output: 7 13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  • G is 1 : {A}, {B}, {C}, {D}, {A,B}, {B,C}, {C,D}  • G is 2 : {A},B,C, {A},C,D, {A,B},C, {A,B},D, {B,C}, {A,B},D, {B,C},D, {A,B},C,D, {A,B},C,D,C,D,C,D,C,D,C,D,C,D,C,D,C,D,C,D,C,	Constraints	S	
Sample input:  4 2  Sample output:  7 13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  • G is 1 : {A}, {B}, {C}, {D}, {A,B}, {B,C}, {C,D}  • G is 2 : {A}(B,C), {A}(C,D), {A,B}(C), {A,B}(C), {B}(C,D), {B,C}(D), {A,B}(C,D), {A,B}(C,D), {A,B}(C,D), {A,B}(C,D), {A,B}(C,D), {A,B}(C,D,C), {A,B}(C,C,D,C), {A,B}(C,C,D,C), {A,B}(C,C,C), {A,B}(C,C,C)	• 1 ≤ N ≤ 10	<sub>0</sub> 10	
Sample output: 7 13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  • G is 1: {A}, {B}, {C}, {D}, {A,B}, {B,C}, {C,D}  • G is 2: {A}{B,C}, {A}{C,D}, {A,B}{C}, {A,B}{D}, {B,C}D}, {B,C}D, {A,B}{C,D}, {A,B}{C}, {A	• 1 <= R <=	2 <sup>16</sup>	
Sample output: 7 13  Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  • G is 1: {A}, {B}, {C}, {D}, {A,B}, {B,C}, {C,D}  • G is 2: {A}{B,C}, {A}{C,D}, {A,B}{C}, {A,B}{D}, {B,C}D}, {B,C}D}, {A,B}{C}, {A}{D}, {B}{C}, {B}{D}, {C}D}  Author: rvns03  Date Added: 25-02-2017  Time Limit: 1 - 2.1 sec  Source Limit: 50000 Bytes  ADA, ASM, BASH, BF, C, C99 strict, CAML, CLOJ, CLPS, CPP 4.3.2, CPP 4.9.2, CPP14, GS2, D, ERL, FORT, FS, GO, HASK, ICK, ICON, JAVA, JS, LISP clisp, LISP sbcl, LUA, NEM,	Sample inp	out:	
Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  G is 1: {A}, {B}, {C}, {D}, {A,B}, {B,C}, {C,D}  G is 2: {A}{B,C}, {A}{C,D}, {A,B}{C}, {A,B}{D}, {B,C}, {D}, {A,B}{C}, {A,B}{D}, {B,C}{D}, {A,B}{C}, {A,B}{D}, {A,B	4 2		
Explanation  Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  G is 1: {A}, {B}, {C}, {D}, {A,B}, {B,C}, {C,D}  G is 2: {A}{B,C}, {A}{C,D}, {A,B}{C}, {A,B}{D}, {B,C}, {A,B}{D}, {B,C}{D}, {A,B}{C,D}, {A,B}{C}, {A}{D}, {B,C}{D}, {A,B}{C}, {A,B}{D}, {B,C}{D}, {A,B}{C}, {A,B}{C}, {A,B}{D},	Sample out	tput:	
Example case 1. For N=4, R=3 Let us name the four players as A,B,C,D  G is 1: {A}, {B}, {C}, {D}, {A,B}, {B,C}, {C,D}  G is 2: {A}{B,C}, {A}{C,D}, {A,B}{C}, {A,B}{D}, {B,C}{D}, {A,B}{C,D}, {A,B}{C}, {A,B}{D}, {A,B}{C}, {A,B}{D}, {A,B}{C}, {A,B}{D}, {A,B}{C,D}, {A,B}{C}, {A,B}{D}, {A,B}{C}, {A,B}			
<ul> <li>G is 1: {A}, {B}, {C}, {D}, {A,B}, {B,C}, {C,D}</li> <li>G is 2: {A}{B,C}, {A}{C,D}, {A,B}{C}, {A,B}{D}, {B,C}, {D}, {A,B}{C,D}, {A,B}{C}, {A,B}{D}, {B,C}{D}, {A,B}{C,D}, {A,B}{C}, {A}{D}, {B,C}{D}, {A,B}{C}, {A,B}{D}, {B,C}{D}, {A,B}{C}, {A,B}{D}, {A,B}{D}</li></ul>	•		
<ul> <li>G is 2 : {A}{B,C}, {A}{C,D}, {A,B}{C}, {A,B}{D}, {B}{C,D}, {B,C}{D}, {A,B}{C,D}, {A,B}{C,D}, {A}{B}, {A}{C}, {A}{D}, {B}{C}, {B}{C}, {B}{C}, {B}{C}, {B}{C}, {A}{B}{C}, {A}{B}{C}, {A}{B}{C}, {A}{B}, {A}{C}, {A}{D}, {A}{B}, {A}{C}, {A}{D}, {A}</li></ul>			
Date Added: 25-02-2017  Time Limit: 1 - 2.1 sec  Source Limit: 50000 Bytes  ADA, ASM, BASH, BF, C, C99 strict, CAML, CLOJ, CLPS, CPP 4.3.2, CPP 4.9.2, CPP14, GS2, D, ERL, FORT, FS, GO, HASK, ICK, ICON, JAVA, JS, LISP clisp, LISP sbcl, LUA, NEM,	• G is 2 : {/	A}{B,C}, {A}{C,D}, {A,B}{C}, {A,B}{D}, {B}{C,D}, {B,C}{D}, {A,B}{C,D}, {A}{B}, {A}{C}, {A}{D},	
Time Limit: 1 - 2.1 sec  Source Limit: 50000 Bytes  ADA, ASM, BASH, BF, C, C99 strict, CAML, CLOJ, CLPS, CPP 4.3.2, CPP 4.9.2, CPP14, CS2, D, ERL, FORT, FS, GO, HASK, ICK, ICON, JAVA, JS, LISP clisp, LISP sbcl, LUA, NEM,	Author:	rvns03	_
Source Limit: 50000 Bytes  ADA, ASM, BASH, BF, C, C99 strict, CAML, CLOJ, CLPS, CPP 4.3.2, CPP 4.9.2, CPP14, CS2, D, ERL, FORT, FS, GO, HASK, ICK, ICON, JAVA, JS, LISP clisp, LISP sbcl, LUA, NEM,	Date Added:	25-02-2017	
ADA, ASM, BASH, BF, C, C99 strict, CAML, CLOJ, CLPS, CPP 4.3.2, CPP 4.9.2, CPP14, CS2, D, ERL, FORT, FS, GO, HASK, ICK, ICON, JAVA, JS, LISP clisp, LISP sbcl, LUA, NEM,	Time Limit:	1 - 2.1 sec	
Languages: CS2, D, ERL, FORT, FS, GO, HASK, ICK, ICÓN, JAVA, JS, LISP clisp, LISP sbcl, LUA, NEM,	Source Limit:	50000 Bytes	
3.4, RUBY, SCALA, SCM chicken, SCM guile, SCM qobi, ST, TCL, TEXT, WSPC	Languages:	CS2, D, ERL, FORT, FS, GO, HASK, ICK, ICON, JAVA, JS, LISP clisp, LISP sbcl, LUA, NEM NICE, NODEJS, PAS fpc, PAS gpc, PERL, PERL6, PHP, PIKE, PRLG, PYPY, PYTH, PY	M,

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## Practice Section - A Place to hone your 'Computer Programming Skills'

Try your hand at one of our many practice problems and submit your solution in a language of your choice. Our **programming contest** judge accepts solutions in over 35+ programming languages. Preparing for coding contests were never this much fun! Receive points, and move up through the CodeChef ranks. Use our practice section to better prepare yourself for the multiple **programming challenges** that take place through-out the month on CodeChef.

## **Compete** - Monthly Programming Contests and Cook-offs

Here is where you can show off your **computer programming** skills. Take part in our 10 day long monthly **coding contest** and the shorter format Cook-off **coding contest**. Put yourself up for recognition and win great prizes. Our **programming contests** have prizes worth up to INR 20,000 (for Indian Community), \$700 (for Global Community) and lots more CodeChef goodies up for grabs.

Programming Tools	Practice Problems	<u>Initiatives</u>
Online IDE	Easy	Go for Gold
Upcoming Coding Contests	<u>Medium</u>	CodeChef for Schools
Contest Hosting	<u>Hard</u>	Campus Chapters
Problem Setting	Challenge	
<u>CodeChef Tutorials</u>	<u>Peer</u>	
<u>CodeChef Wiki</u>	School	
	FAQ's	