Started on	Tuesday, 22 October 2024, 1:54 PM
State	Finished
Completed on	Tuesday, 22 October 2024, 2:33 PM
Time taken	38 mins 49 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 %)

```c
#include<stdio.h>

long long int count(int n){

    long long int table[n+1];
    int i;

    for(i=0; i<n+1; i++){
        table[i] = 0;
    }
    table[0] = 1;

    for (int i = 1; i <= n; i++) {
        table[i] += table[i - 1];
        if (i >= 3) {
            table[i] += table[i - 3];
        }
    }
    return table[n];
}
int main(){
    int n;
    scanf("%d", &n);
    printf("%lld", count(n));
}
```

	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 ►