Q5. Two-Opt Swaps (40 marks):

There are 8 nodes in a graph, namely, **a**, **b**, **c**, **d**, **e**, **f**, **g**, and **h**, respectively. An ant wants to travel from node **a**, through every other node once, and then come back to node **a**. The original route is as shown below

$$a \rightarrow b \rightarrow c \rightarrow d \rightarrow e \rightarrow f \rightarrow g \rightarrow h \rightarrow a$$

This route can be represented by a sequence of characters **abcdefgha**.

Suppose now the ant decides to reverse its local route between two intermediate nodes, say **b** and **e**, then the new route will be

$$a \rightarrow e \rightarrow d \rightarrow c \rightarrow b \rightarrow f \rightarrow g \rightarrow h \rightarrow a$$

Or, it can be represented by a sequence of characters aedcbfgha.

The above process is called a 2-opt swap.

After getting the new route, the ant might not be happy yet. Then it can further perform another iteration of 2-opt swap.

For instance, now the ant decides to further reverse its local route between \mathbf{g} and \mathbf{d} from the route $\mathbf{aedcbfgha}$, then the new route will be

$$a \rightarrow e \rightarrow g \rightarrow f \rightarrow b \rightarrow c \rightarrow d \rightarrow h \rightarrow a$$

That is, the final result of the two iterations of 2-opt swaps will then be **aegfbcdha**.

The ant can continuously perform multiple iterations of 2-opt swaps until it is happy with the final route.

Write a program to

Input, in sequence,

- The number of 2-opt swaps the ant likes to perform before its trip. Note that this number is a positive integer not greater than 4.
- Pairs of characters, and each pair represents the two distinct intermediate nodes to perform a 2-opt swap.

Output the sequence of nodes after performing the last 2-opt swap.

试题 5.2-Opt 交换 (40 marks):

一个图中有 8 个节点,分别是 $\mathbf{a} \cdot \mathbf{b} \cdot \mathbf{c} \cdot \mathbf{d} \cdot \mathbf{e} \cdot \mathbf{f} \cdot \mathbf{g}$ 和 $\mathbf{h} \cdot \mathbf{e} \cdot \mathbf{f} \cdot \mathbf{g} \cdot \mathbf{g}$ 和 $\mathbf{h} \cdot \mathbf{e} \cdot \mathbf{f} \cdot \mathbf{g}$ 和 $\mathbf{h} \cdot \mathbf{f} \cdot \mathbf{g} \cdot \mathbf{f} \cdot \mathbf{g}$ 和 $\mathbf{h} \cdot \mathbf{f} \cdot \mathbf{f} \cdot \mathbf{g}$ 和 $\mathbf{h} \cdot \mathbf{f} \cdot$

$$a \rightarrow b \rightarrow c \rightarrow d \rightarrow e \rightarrow f \rightarrow g \rightarrow h \rightarrow a$$

这条路线可以用字符序列 abcdefgha 来表示。

假设现在蚂蚁决定在两个中间节点 b 和 e 之间反转它的本地路径,那么新的路线将是

$$a \rightarrow e \rightarrow d \rightarrow c \rightarrow b \rightarrow f \rightarrow g \rightarrow h \rightarrow a$$

这个新路线也可以用字符序列 aedcbfgha 来表示。

上述过程称为 2-opt 交换。

得到新路线后,蚂蚁可能还不高兴。然后它可以进一步执行 2-opt 交换产生另一个新路径。

例如,现在蚂蚁决定从路线 aedcbfgha 进一步反转它在 g 和 d 之间的本地路径,那么新路线将是

$a \rightarrow e \rightarrow g \rightarrow f \rightarrow b \rightarrow c \rightarrow d \rightarrow h \rightarrow a$

也就是说,两个迭代的 2-opt 交换之后,最终结果将是 **aegfbcdha**。 蚂蚁可以连续执行多次 2-opt 交换迭代,直到它对最终的路线感到满意为止。

试写一程式以

依序输入

- 蚂蚁在出发前想要执行 2-opt 交换的次数。请注意,此数字是一个不大于 4 的正整数。
- 每一次执行 2-opt 交换的两个中间节点的字符。

输出执行最后一次 2-opt 交换后的节点字符序列。

Test Cases

Input (输入)	Output (输出)
2 be gd	aegfbcdha
3 cg bf ch	afgbedhca
1 dh	abchgfeda
4 eh bd ce hg	adefhgbca
2 bf gc	afedgbcha

Input (输入)	Output (输出)
3 be gd fc	aegcbfdha
2 hc eg	abhefgdca
1 gc	abgfedcha