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| 關卡 | 裝備 | 正解程式碼 |
| 1 |  | /\* 三星:5個動作包含5個動作以內  二星:6個動作包含6個動作以內5個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  moveForward();  moveForward();  moveForward();  moveForward();  moveForward();  return 0;  } |
| 2 |  | /\* 三星:7個動作包含7個動作以內  二星:8個動作包含8個動作以內7個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  moveForward();  moveForward();  moveForward();  moveForward();  turnLeft();  moveForward();  moveForward();  return 0;  } |
| 3 |  | /\* 三星:9個動作包含9個動作以內  二星:10個動作包含10個動作以內9個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  moveForward();  moveForward();  turnLeft();  moveForward();  moveForward();  turnRight();  moveForward();  moveForward();  moveForward();  return 0;  } |
| 4 |  | /\* 三星:9個動作包含9個動作以內  二星:10個動作包含10個動作以內9個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  moveForward();  moveForward();  moveForward();  turnRight();  moveForward();  moveForward();  turnRight();  moveForward();  moveForward();  return 0;  } |
| 5 |  | /\* 三星:3個動作包含3個動作以內  二星:4個動作包含4個動作以內3個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i=0;  moveForward();  printf("Hello");  moveForward();  moveForward();  moveForward();  return 0;  } |
| 6 |  | /\* 三星:6個動作包含6個動作以內  二星:7個動作包含7個動作以內6個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  scanf("%d",&i);  moveForward();  printf("%d",i+4);    moveForward();  moveForward();  turnRight();  moveForward();  moveForward();  turnRight();  moveForward();  return 0;  } |
| 7 |  | /\* 三星:5個動作包含5個動作以內  二星:6個動作包含6個動作以內5個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  moveForward();  if(hint=='L'){  turnLeft();  }  if(hint=='R'){  turnRight();  }  moveForward();  moveForward();  return 0;  } |
| 8 |  | /\* 三星:5個動作包含5個動作以內  二星:6個動作包含6個動作以內5個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  moveForward();  if (hint=='L'){  turnLeft();  }else{  turnRight();  }  moveForward();  moveForward();  return 0;  } |
| 9 |  | /\* 三星:5個動作包含5個動作以內  二星:6個動作包含6個動作以內5個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  moveForward();  switch(hint){  case 'L':  turnLeft();  break;  case 'F':  break;  case 'R':  turnRight();  break;  }  moveForward();  moveForward();  return 0;  } |
| 10 |  | /\* 三星:1個動作包含1個動作以內  二星:2個動作包含2個動作以內1個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  for(i=5;i>0;i--){  moveForward();  }  return 0;  } |
| 11 |  | /\* 三星:3個動作包含3個動作以內  二星:4個動作包含4個動作以內3個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  for(i=5;i>0;i--){  moveForward();  }  turnRight();  for(i=4;i>0;i--){  moveForward();  }  return 0;  } |
| 12 |  | /\* 三星:7個動作包含7個動作以內  二星:8個動作包含8個動作以內7個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  for(i=4;i>0;i--){  moveForward();  }  turnRight();  for(i=3;i>0;i--){  moveForward();  }  for(i=2;i>0;i--){  turnRight();  moveForward();  turnLeft();  moveForward();  }  return 0;  } |
| 13 |  | /\* 三星:6個動作包含6個動作以內  二星:7個動作包含7個動作以內6個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  moveForward();  for(i=5;i>0;i--){  moveForward();  moveForward();  turnLeft();  }  for(i=4;i>0;i--){  moveForward();  }  return 0;  } |
| 14 |  | /\* 三星:4個動作包含4個動作以內  二星:5個動作包含5個動作以內4個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  for(i=5;i>0;i--){  turnRight();  moveForward();  turnLeft();  moveForward();  }  return 0;  } |
| 15 |  | /\* 三星:2個動作包含2個動作以內  二星:3個動作包含3個動作以內2個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  launchMissile();  for(i=5;i>0;i--){  moveForward();  }  return 0;  } |
| 16 |  | /\* 三星:5個動作包含5個動作以內  二星:6個動作包含6個動作以內5個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  launchMissile();  for(i=5;i>0;i--){  moveForward();  }  turnLeft();  launchMissile();  for(i=4;i>0;i--){  moveForward();  }  return 0;  } |
| 17 |  | /\* 三星:5個動作包含5個動作以內  二星:6個動作包含6個動作以內5個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  void clear(){  turnRight();  moveForward();  turnLeft();  moveForward();  }  int main(int argc, char \*argv[])  {  int i;  for(i=5;i>0;i--){  clear();  }  return 0;  } |
| 18 |  | /\* 三星:3個動作包含3個動作以內  二星:4個動作包含4個動作以內3個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  void clear(){  int i=0;  for(i=5;i>0;i--){  moveForward();  }  }  int main(int argc, char \*argv[])  {  int i;  for(i=3;i>0;i--){  turnRight();  clear();  }  return 0;  } |
| 19 |  | /\* 三星:10個動作包含10個動作以內  二星:12個動作包含12個動作以內10個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i=0;  launchMissile();  for(i=8;i>0;i--){  moveForward();  }  turnLeft();  turnLeft();  for(i=5;i>0;i--){  moveForward();  }  turnLeft();  for(i=5;i>0;i--){  moveForward();  }  turnLeft();  printf("5");  for(i=5;i>0;i--){  moveForward();  }  return 0;  } |
| 20 |  | /\* 三星:14個動作包含14個動作以內  二星:16個動作包含16個動作以內14個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i=0;  for(i=4;i>0;i--){  moveForward();  }  launchMissile();  for(i=4;i>0;i--){  moveForward();  }  turnRight();  moveForward();  launchMissile();  moveForward();  moveForward();  turnRight();  for(i=5;i>0;i--){  moveForward();  }  for(i=2;i>0;i--){  moveForward();  moveForward();  turnLeft();  }  for(i=5;i>0;i--){  moveForward();  }  return 0;  } |
| 21 |  | /\* 三星:32個動作包含32個動作以內  二星:34個動作包含34個動作以內32個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[]){  int i=0;  int d=0;  char c;  scanf("%c%d",&c,&d);  printf("d= %d",d);  printf("c= %c",c);  for(i=4;i>0;i--){  moveForward();  }  if(hint=='L'){  turnLeft();  for(i=4;i>0;i--){  moveForward();  }  turnRight();  moveForward();  moveForward();  if(hint=='F'){  moveForward();  turnRight();  for(i=4;i>0;i--){  moveForward();  printf("%c",c+d);  }  turnLeft();  moveForward();  }else{  turnRight();  for(i=4;i>0;i--){  moveForward();  }  printf("%c",c+d);  turnLeft();  moveForward();  moveForward();  }  }else{  turnRight();  for(i=4;i>0;i--){  moveForward();  }  turnLeft();  moveForward();  moveForward();  if(hint=='F'){  moveForward();  turnLeft();  for(i=4;i>0;i--){  moveForward();  printf("%c",c+d);  }  turnRight();  moveForward();  }else{  turnLeft();  for(i=4;i>0;i--){  moveForward();  }  printf("%c",c+d);  turnRight();  moveForward();  moveForward();  }  }  return 0;  } |
| 22 |  | /\* 三星:19個動作包含19個動作以內  二星:22個動作包含22個動作以內19個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i=0;  moveForward();  switch(hint){  case 'L':  turnLeft();  for(i=3;i>0;i--){  moveForward();  }  printf("5");  moveForward();  turnRight();  for(i=3;i>0;i--){  moveForward();  }  launchMissile();  for(i=3;i>0;i--){  moveForward();  }  break;  case 'F':  for(i=3;i>0;i--){  moveForward();  }  launchMissile();  for(i=3;i>0;i--){  moveForward();  }  break;  case 'R':  turnRight();  for(i=4;i>0;i--){  moveForward();  }  turnLeft();  for(i=3;i>0;i--){  moveForward();  }  launchMissile();  for(i=3;i>0;i--){  moveForward();  }  break;  }  moveForward();  return 0;  } |
| 23 |  | /\* 三星:9個動作包含9個動作以內  二星:11個動作包含11個動作以內9個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  void A(){  turnLeft();  moveForward();  turnRight();  moveForward();  }  int main(int argc, char \*argv[])  {  int i=0;  int j=0;  for(i=3;i>0;i--){  for(j=3;j>0;j--){  A();  }  turnLeft();  moveForward();  moveForward();  }  for(i=3;i>0;i--){  A();  }  return 0;  } |
| 24 |  | /\* 三星:12個動作包含12個動作以內  二星:14個動作包含14個動作以內12個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i=0;  int j=0;  for(i=2;i>0;i--){  moveForward();  moveForward();  turnRight();  }  for(i=2;i>0;i--){  for(j=4;j>0;j--){  moveForward();  }  turnRight();  }  for(i=4;i>0;i--){  moveForward();  }  for(i=2;i>0;i--){  moveForward();  moveForward();  turnLeft();  }  for(i=2;i>0;i--){  for(j=8;j>0;j--){  moveForward();  }  turnLeft();  }  for(j=8;j>0;j--){  moveForward();  }  return 0;  } |
| 25 | 攻1  防0 | /\* 三星:3個動作包含3個動作以內  二星:4個動作包含4個動作以內3個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i=0;  for(i=4;i>0;i--){  moveForward();  }  launchMissile();  for(i=4;i>0;i--){  moveForward();  }  return 0;  } |
| 26 | 攻1  防1 | /\* 三星:11個動作包含11個動作以內  二星:12個動作包含12個動作以內11個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  for(i=3;i>0;i--){  moveForward();  }  turnLeft();  for(i=4;i>0;i--){  moveForward();  }  turnRight();  for(i=4;i>0;i--){  moveForward();  }  turnRight();  moveForward();  for(i=2;i>0;i--){  launchMissile();  }  for(i=3;i>0;i--){  moveForward();  }  turnLeft();  moveForward();  return 0;  } |
| 27 |  | /\* 三星:2個動作包含2個動作以內  二星:3個動作包含3個動作以內2個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  for(i=4;i>0;i--){  moveForward();  }  becameShip();  for(i=4;i>0;i--){  moveForward();  }  return 0;  } |
| 28 |  | /\* 三星:6個動作包含6個動作以內  二星:7個動作包含7個動作以內6個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  moveForward();  becameTank();  turnRight();  for(i=4;i>0;i--){  moveForward();  }  turnLeft();  for(i=5;i>0;i--){  moveForward();  }  becameShip();  for(i=2;i>0;i--){  moveForward();  }  return 0;  } |
| 29 | 攻2  防1 | /\* 三星:8個動作包含8個動作以內  二星:9個動作包含9個動作以內8個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  for(i=3;i>0;i--){  moveForward();  }  turnLeft();  moveForward();  turnRight();  launchMissile();  for(i=3;i>0;i--){  moveForward();  }  turnLeft();  for(i=6;i>0;i--){  moveForward();  }  return 0;  } |
| 30 | 攻3防1 | /\* 三星:17個動作包含17個動作以內  二星:18個動作包含18個動作以內17個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  for(i=3;i>0;i--){  moveForward();  turnLeft();  moveForward();  turnRight();  }  for(i=3;i>0;i--){  moveForward();  }  turnRight();  moveForward();  becameCar();  moveForward();  launchMissile();  for(i=2;i>0;i--){  moveForward();  }  turnRight();  for(i=2;i>0;i--){  moveForward();  }  turnLeft();  moveForward();  turnRight();  for(i=4;i>0;i--){  moveForward();  }  return 0;  } |
| 31 |  | /\* 三星:18個動作包含18個動作以內  二星:19個動作包含19個動作以內18個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int key[6];  int size=6;  int i,max;  getKeyArray(key,size);  moveForward();  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  moveForward();  turnRight();  for(i=0;i<2;i++){  moveForward();  moveForward();  turnLeft();  }  moveForward();  max=key[0];  for(i=0;i<size;i++){  if(max<key[i]){  max=key[i];  }  }  printf("%d",max);  moveForward();  turnRight();  for(i=0;i<2;i++){  moveForward();  }  return 0;  } |
| 32 | 攻0  防4 | /\* 三星:19個動作包含19個動作以內  二星:20個動作包含20個動作以內19個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int size=6;  int key[6];  int i,j,tmp;  getKeyArray(key,size);  moveForward();  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  moveForward();  turnRight();  for(i=0;i<3;i++){  moveForward();  }  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  moveForward();  for(i=0;i<size-1;i++){  for(j=0;j<size-1-i;j++){  if(key[j]>key[j+1]){  tmp=key[j];  key[j]=key[j+1];  key[j+1]=tmp;  }  }  }  for(i=0;i<size;i++){  printf("%d ",key[i]);  }  moveForward();  turnRight();  for(i=0;i<2;i++){  moveForward();  }  return 0;  } |
| 33 |  | /\* 三星:2個動作包含2個動作以內  二星:3個動作包含3個動作以內2個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,j;  int size=6;  int dArray[6];  getDistance(dArray,size);  for(i=0;i<size;i++){  for(j=0;j<dArray[i];j++){  moveForward();  }  if(i<size-1){  turnRight();  }  }  return 0;  } |
| 34 |  | /\* 三星:3個動作包含3個動作以內  二星:4個動作包含4個動作以內3個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,j;  int size=12;  char direArray[12];  getDirection(direArray);  for(i=0;i<size+1;i++){  if(i>0){  if(direArray[i-1]=='L'){  turnLeft();  }else{  turnRight();  }  }  for(j=0;j<2;j++){  moveForward();  }  }  return 0;  } |
| 35 |  | /\* 三星:3個動作包含3個動作以內  二星:4個動作包含4個動作以內3個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,j;  int size=6;  int distArray[6];  char direArray[6];  getDistance(distArray,size);  getDirection(direArray);  for(i=0;i<size+1;i++){  if(direArray[i]=='L'){  turnLeft();  }else{  turnRight();  }  for(j=0;j<distArray[i];j++){  moveForward();  }  }  return 0;  } |
| 36 | 攻5  防3 | /\* 三星:4個動作包含4個動作以內  二星:5個動作包含5個動作以內4個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,j;  int size=17;  int distArray[18];  char direArray[18];  getDistance(distArray,size);  getDirection(direArray);  for(i=0;i<size;i++){  if(direArray[i]=='L'){  turnLeft();  }else if(direArray[i]=='R'){  turnRight();  }else if(direArray[i]=='F'){  launchMissile();  }  for(j=0;j<distArray[i];j++){  moveForward();  }  }  return 0;  } |
| 37 |  | /\* 三星:28個動作包含28個動作以內  二星:30個動作包含30個動作以內28個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int x,y;  int i;  getKey(&x,&y);  moveForward();  turnLeft();  for(i=0;i<2;i++){  moveForward();  moveForward();  turnRight();  }  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  moveForward();  turnLeft();  moveForward();  for(i=0;i<2;i++){  turnRight();  moveForward();  moveForward();  }  turnRight();  moveForward();  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  moveForward();  turnRight();  moveForward();  turnLeft();  printf("%d",x+y);  for(i=0;i<2;i++){  moveForward();  }  turnRight();  moveForward();  return 0;  } |
| 38 | 攻6  防3 | /\* 3星:48個動作包含48個動作以內  2星:50個動作包含50個動作以內48個動作以上  1星:滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,length;  char str1[SIZE];  char str2[SIZE];  char str3[SIZE];  for(i=0;i<3;i++){  moveForward();  }  becameTank();  turnLeft();  moveForward();  turnRight();  moveForward();  becameCar();  for(i=0;i<2;i++){  moveForward();  }  becameShip();  turnRight();  moveForward();  becameTank();  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  getBox(str1);  moveForward();  becameCar();  moveForward();  becameShip();  for(i=0;i<2;i++){  moveForward();  }  becameCar();  moveForward();  becameShip();  moveForward();  turnLeft();  moveForward();  becameTank();  for(i=0;i<2;i++){  moveForward();  }  becameCar();  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  getBox(str2);  moveForward();  turnLeft();  moveForward();  turnRight();  launchMissile();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  moveForward();  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  getBox (str3);  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  for(i=0;i<3;i++){  moveForward();  }  turnLeft();  launchMissile();  moveForward();  turnRight();  moveForward();  strcat(str1,str2);  strcat(str1,str3);  printf("%s",str1);  moveForward();  turnLeft();  moveForward();  turnRight();  moveForward();  return 0;  } |
| 39 |  | /\* 3星:3個動作包含3個動作以內  2星:4個動作包含4個動作以內3個動作以上  1星:滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,j;  int length;  char str[SIZE];  getString(str);  length=strlen(str);  for(i=0;i<length;i++){  if(str[i]>='0'&&str[i]<='9'){  for(j=0;j<str[i]-'0';j++){  moveForward();  }  }else if(str[i]=='L'){  turnLeft();  }else if(str[i]=='R'){  turnRight();  }  }  return 0;  } |
| 40 |  | /\* 3星:4個動作包含4個動作以內  2星:5個動作包含5個動作以內4個動作以上  1星:滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,j;  int length;  char str[SIZE];  getString(str);  length=strlen(str);  for(i=0;i<length;i++){  if(str[i]>='0'&&str[i]<='9'){  for(j=0;j<str[i]-'0';j++){  moveForward();  }  }else if(str[i]=='L'){  turnLeft();  }else if(str[i]=='R'){  turnRight();  }else if(str[i]=='F'){  launchMissile();  }  }  return 0;  } |
| 41 | 攻7  防4 | /\* 3星:4個動作包含4個動作以內  2星:5個動作包含5個動作以內4個動作以上  1星:滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,j;  int length;  char str[SIZE];  getString(str);  length=strlen(str);  for(i=0;i<length;i++){  if(str[i]>='0'&&str[i]<='9'){  for(j=0;j<str[i]-'0';j++){  moveForward();  }  }else if(str[i]=='L'){  turnLeft();  }else if(str[i]=='R'){  turnRight();  }else if(str[i]=='F'){  launchMissile();  }else if(str[i]=='C'){  becameCar();  }else if(str[i]=='S'){  becameShip();  }else if(str[i]=='T'){  becameTank();  }  }  return 0;  } |
| 42 |  | /\* 3星:5個動作包含5個動作以內  2星:6個動作包含6個動作以內5個動作以上  1星:滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,j,tmp;  int size=10;  int key[10];  int length;  char str[SIZE];  getKeyArray(key,size);  getString(str);  length=strlen(str);  for(i=0;i<size-1;i++){  for(j=0;j<size-1-i;j++){  if(key[j]>key[j+1]){  tmp=key[j];  key[j]=key[j+1];  key[j+1]=tmp;  }  }  }  for(i=0;i<length;i++){  if(str[i]>='0'&&str[i]<='9'){  for(j=0;j<str[i]-'0';j++){  moveForward();  }  }else if(str[i]=='L'){  turnLeft();  }else if(str[i]=='R'){  turnRight();  }else if(str[i]=='F'){  launchMissile();  }else if(str[i]=='A'){  for(j=0;j<size;j++){  printf("%d ",key[j]);  }  }  }  return 0;  } |
| 43 |  | /\* 三星:5個動作包含5個動作以內  二星:6個動作包含6個動作以內5個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,j,tmp;  int size=10;  int key[10];  int length;  char str[SIZE];  getKeyArray(key,size);  getString(str);  length=strlen(str);  for(i=0;i<size-1;i++){  for(j=0;j<size-1-i;j++){  if(key[j]>key[j+1]){  tmp=key[j];  key[j]=key[j+1];  key[j+1]=tmp;  }  }  }  for(i=0;i<length;i++){  if(str[i]>='0'&&str[i]<='9'){  for(j=0;j<str[i]-'0';j++){  moveForward();  }  }else if(str[i]=='L'){  turnLeft();  }else if(str[i]=='R'){  turnRight();  }else if(str[i]=='F'){  launchMissile();  }else if(str[i]=='S'){  becameShip();  }else if(str[i]=='C'){  becameCar();  }else if(str[i]=='T'){  becameTank();  }  else if(str[i]=='A'){  for(j=0;j<size;j++){  if(key[j]%2!=0){  printf("%d ",key[j]);  }  }  }  }  return 0;  } |
| 44 |  | /\* 3星:20個動作包含20個動作以內  2星:22個動作包含22個動作以內20個動作以上  1星:滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,x,y;  int size=9,dire=2;  int map[9][9];  getMap(map[0],size);  x=0;  y=0;  i=map[y][x];  while(i!=4){  if(x<8){  if(map[y][x+1]>0){  if(dire==0){  turnRight();  moveForward();  }else if(dire==1){  moveForward();  }else if(dire==2){  turnLeft();  moveForward();  }  map[y][x]=-1;  x++;  dire=1;  i=map[y][x];  }  }  if(x>0){  if(map[y][x-1]>0){  if(dire==0){  turnLeft();  moveForward();  }else if(dire==3){  moveForward();  }else if(dire==2){  turnRight();  moveForward();  }  map[y][x]=-1;  x--;  dire=3;  i=map[y][x];  }  }  if(y>0){  if(map[y-1][x]>0){  if(dire==0){  moveForward();  }else if(dire==3){  turnRight();  moveForward();  }else if(dire==1){  turnLeft();  moveForward();  }  map[y][x]=-1;  y--;  dire=0;  i=map[y][x];  }  }  if(y<8){  if(map[y+1][x]>0){  if(dire==2){  moveForward();  }else if(dire==1){  turnRight();  moveForward();  }else if(dire==3){  turnLeft();  moveForward();  }  map[y][x]=-1;  y++;  dire=2;  i=map[y][x];  }  }  }  return 0;  } |
| 45 |  | /\* 3星:20個動作包含20個動作以內  2星:22個動作包含22個動作以內20個動作以上  1星:滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,j,x,y;  int size=9,dire=0;  int map[9][9];  getMap(map[0],size);  x=0;  y=8;  i=map[y][x];  j=1;  while(i!=4){  if(x<8){  if(map[y][x+1]>0){  if(dire==0){  turnRight();  moveForward();  }else if(dire==1){  moveForward();  }else if(dire==2){  turnLeft();  moveForward();  }  map[y][x]=-1;  x++;  dire=1;  i=map[y][x];  if(i!=j){  if(i==1){  becameCar();  }else if(i==2){  becameShip();  }else if(i==3){  becameTank();  }  j=i;  }  }  }  if(x>0){  if(map[y][x-1]>0){  if(dire==0){  turnLeft();  moveForward();  }else if(dire==3){  moveForward();  }else if(dire==2){  turnRight();  moveForward();  }  map[y][x]=-1;  x--;  dire=3;  i=map[y][x];  if(i!=j){  if(i==1){  becameCar();  }else if(i==2){  becameShip();  }else if(i==3){  becameTank();  }  j=i;  }  }  }  if(y>0){  if(map[y-1][x]>0){  if(dire==0){  moveForward();  }else if(dire==3){  turnRight();  moveForward();  }else if(dire==1){  turnLeft();  moveForward();  }  map[y][x]=-1;  y--;  dire=0;  i=map[y][x];  if(i!=j){  if(i==1){  becameCar();  }else if(i==2){  becameShip();  }else if(i==3){  becameTank();  }  j=i;  }  }  }  if(y<8){  if(map[y+1][x]>0){  if(dire==2){  moveForward();  }else if(dire==1){  turnRight();  moveForward();  }else if(dire==3){  turnLeft();  moveForward();  }  map[y][x]=-1;  y++;  dire=2;  i=map[y][x];  if(i!=j){  if(i==1){  becameCar();  }else if(i==2){  becameShip();  }else if(i==3){  becameTank();  }  j=i;  }  }  }  }  return 0;  } |
| 46 | 攻9  防5 | /\* 三星:55個動作包含55個動作以內  二星:58個動作包含58個動作以內55個動作以上  一星限為滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i;  int x, y;  getKey(&x,&y);  moveForward();  turnLeft();  for (i = 0; i < 4; i++){  moveForward();  }  turnLeft();  moveForward();  turnRight();  for (i = 0; i < 2; i++){  moveForward();  }  turnRight();  moveForward();  turnLeft();  for (i = 0; i < 2; i++){  moveForward();  }  turnLeft();  moveForward();  turnRight();  for (i = 0; i < 2; i++){  moveForward();  }  turnRight();  launchMissile();  for (i = 0; i < 3; i++){  moveForward();  }  becameTank();  for (i = 0; i < 2; i++){  moveForward();  }  launchMissile();  becameShip();  for (i = 0; i < 2; i++){  moveForward();  }  becameCar();  moveForward();  becameShip();  turnRight();  moveForward();  turnLeft();  moveForward();  becameTank();  moveForward();  turnLeft();  moveForward();  becameCar();  moveForward();  turnLeft();  moveForward();  becameShip();  moveForward();  turnLeft();  for (i = 0; i < 3; i++){  moveForward();  }  turnRight();  moveForward();  becameCar();  turnLeft();  for (i = 0; i < 2; i++){  moveForward();  }  becameTank();  turnRight();  moveForward();  becameCar();  turnLeft();  for (i = 0; i < 2; i++){  moveForward();  }  becameShip();  moveForward();  becameTank();  turnLeft();  for (i = 0; i < 2; i++){  moveForward();  }  turnRight();  launchMissile();  moveForward();  becameShip();  printf("%d",x+y);  for (i = 0; i < 2; i++){  moveForward();  }  turnLeft();  moveForward();  becameCar();  for (i = 0; i < 2; i++)  {  moveForward();  }  return 0;  } |
| 47 | 攻4  防10 | /\* 3星:53個動作包含53個動作以內  2星:56個動作包含56個動作以內53個動作以上  1星:滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,j,length,times=0;  char str[SIZE];  getString(str);  length=strlen(str);  for(i=0;i<length-1;i++){  if(key[0]==str[i]){  if(key[1]==str[i+1]){  times++;  }  }  }  turnLeft();  moveForward();  turnRight();  for(i=0;i<3;i++){  moveForward();  }  turnLeft();  launchMissile();  moveForward();  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  moveForward();  turnLeft();  launchMissile();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  launchMissile();  for(i=0;i<3;i++){  moveForward();  }  turnLeft();  launchMissile();  for(i=0;i<5;i++){  moveForward();  }  becameTank();  moveForward();  turnRight();  moveForward();  becameShip();  for(i=0;i<2;i++){  moveForward();  }  becameCar();  moveForward();  becameShip();  turnRight();  moveForward();  turnLeft();  moveForward();  becameTank();  moveForward();  turnLeft();  moveForward();  becameCar();  moveForward();  turnLeft();  moveForward();  becameShip();  moveForward();  turnLeft();  for(i=0;i<3;i++){  moveForward();  }  turnRight();  moveForward();  becameCar();  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  becameTank();  for(i=0;i<3;i++){  moveForward();  }  turnLeft();  moveForward();  turnRight();  launchMissile();  moveForward();  becameShip();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  printf("%d",times);  for(i=0;i<2;i++){  moveForward();  }  becameCar();  moveForward();  return 0;  } |
| 48 | 攻5  防10 | /\* 3星:75個動作包含75個動作以內  2星:77個動作包含77個動作以內75個動作以上  1星:滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,x,y,length,tmp;  char str[SIZE];  getString(str);  length=strlen(str);  for(i=0;i<length;i++){  if(str[i]==' '){  tmp=i;  }  }  x=atoi(str);  y=atoi(str+tmp);  moveForward();  becameTank();  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  launchMissile();  for(i=0;i<3;i++){  moveForward();  }  turnRight();  for(i=0;i<3;i++){  moveForward();  }  turnRight();  launchMissile();  moveForward();  becameShip();  moveForward();  becameCar();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  moveForward();  turnLeft();  moveForward();  turnRight();  moveForward();  becameShip();  moveForward();  becameCar();  moveForward();  turnLeft();  moveForward();  becameTank();  moveForward();  becameCar();  moveForward();  turnLeft();  moveForward();  becameShip();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  moveForward();  becameCar();  turnRight();  launchMissile();  turnLeft();  moveForward();  becameTank();  turnRight();  turnRight();  moveForward();  becameCar();  turnLeft();  for(i=0;i<3;i++){  moveForward();  }  becameTank();  moveForward();  turnRight();  moveForward();  becameCar();  turnLeft();  for(i=0;i<3;i++){  moveForward();  }  turnLeft();  for(i=0;i<3;i++){  moveForward();  }  turnLeft();  moveForward();  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  launchMissile();  moveForward();  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  for(i=0;i<3;i++){  moveForward();  }  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  moveForward();  turnRight();  for(i=0;i<2;i++){  moveForward();  }  becameTank();  turnRight();  moveForward();  becameCar();  moveForward();  becameShip();  turnRight();  moveForward();  turnLeft();  printf("%d",x+y);  moveForward();  becameCar();  turnRight();  moveForward();  turnLeft();  moveForward();  return 0;  } |
| 49 | 攻9  防6 | /\* 3星:70個動作包含70個動作以內  2星:72個動作包含72個動作以內70個動作以上  1星:滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,length,carry=0,j=1;  char str[SIZE];  int bit[SIZE]={0};  getString(str);  length=strlen(str);  for(i=0;i<length;i++){  bit[length-i-1]=str[i]-'0';  }  for(i=0;i<length;i++){  bit[i]-=(y%10);  bit[i]-=carry;  carry=0;  if(bit[i]<0){  bit[i]+=10;  carry=1;  };  y/=10;  }  moveForward();  becameShip();  turnLeft();  moveForward();  turnRight();  launchMissile();  moveForward();  becameCar();  moveForward();  turnRight();  moveForward();  becameTank();  turnLeft();  moveForward();  becameCar();  moveForward();  becameTank();  moveForward();  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  moveForward();  becameCar();  for(i=0;i<2;i++){  moveForward();  }  becameTank();  turnRight();  moveForward();  turnLeft();  moveForward();  becameCar();  moveForward();  turnLeft();  moveForward();  becameShip();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  moveForward();  becameCar();  turnRight();  launchMissile();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  moveForward();  becameTank();  moveForward();  becameCar();  moveForward();  becameShip();  turnLeft();  moveForward();  becameCar();  turnRight();  launchMissile();  for(i=0;i<3;i++){  moveForward();  }  becameShip();  moveForward();  becameTank();  turnLeft();  moveForward();  turnRight();  moveForward();  becameCar();  moveForward();  becameTank();  turnRight();  for(i=0;i<3;i++){  moveForward();  }  becameCar();  turnRight();  moveForward();  turnLeft();  launchMissile();  moveForward();  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  for(i=0;i<3;i++){  moveForward();  }  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  moveForward();  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  launchMissile();  moveForward();  turnRight();  for(i=SIZE-1;i>=0;i--){  if(bit[i]!=0&&j==1){  j=0;  printf("%d",bit[i]);  }else if(bit[i]==0&&j==1){  continue;  }else if(j==0){  printf("%d",bit[i]);  }  }  for(i=0;i<3;i++){  moveForward();  }  return 0;  } |
| 50 | 攻8  防7 | /\* 3星:99個動作包含99個動作以內  2星:101個動作包含101個動作以內99個動作以上  1星:滿足過關條件即可\*/  #include <stdio.h>  #include <stdlib.h>  #include <string.h>  int main(int argc, char \*argv[])  {  int i,length,j=1,index=1;  int carry=0;  int x[SIZE]={0};  int y[SIZE]={0};  int bit[SIZE]={0};  char str[SIZE];  getString(str);  length=strlen(str);  moveForward();  turnRight();  moveForward();  turnLeft();  moveForward();  becameShip();  turnRight();  moveForward();  turnLeft();  moveForward();  becameCar();  moveForward();  becameTank();  turnLeft();  launchMissile();  moveForward();  becameCar();  moveForward();  turnLeft();  moveForward();  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  for(i=0;i<3;i++){  moveForward();  }  turnRight();  turnRight();  for(i=0;i<3;i++){  moveForward();  }  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  moveForward();  turnLeft();  turnLeft();  moveForward();  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  for(i=0;i<3;i++){  moveForward();  }  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  moveForward();  turnLeft();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  launchMissile();  moveForward();  turnRight();  for(i=0;i<3;i++){  moveForward();  }  turnRight();  for(i=0;i<4;i++){  moveForward();  }  becameTank();  turnRight();  for(i=0;i<2;i++){  moveForward();  }  turnLeft();  moveForward();  turnRight();  moveForward();  becameCar();  moveForward();  becameShip();  turnLeft();  moveForward();  becameCar();  turnRight();  launchMissile();  for(i=0;i<3;i++){  moveForward();  }  becameShip();  moveForward();  becameTank();  turnLeft();  moveForward();  turnRight();  moveForward();  becameCar();  moveForward();  becameTank();  turnLeft();  moveForward();  becameShip();  moveForward();  becameCar();  moveForward();  becameShip();  turnLeft();  launchMissile();  moveForward();  becameCar();  moveForward();  turnRight();  moveForward();  becameTank();  turnLeft();  moveForward();  becameCar();  moveForward();  becameTank();  moveForward();  turnLeft();  launchMissile();  for(i=0;i<2;i++){  moveForward();  }  turnRight();  moveForward();  becameCar();  for(i=0;i<2;i++){  moveForward();  }  becameTank();  turnLeft();  moveForward();  becameCar();  moveForward();  becameTank();  turnRight();  moveForward();  becameCar();  moveForward();  becameShip();  turnRight();  for(i=0;i<3;i++){  moveForward();  }  becameCar();  turnRight();  for(i=length-1;i>=0;i--){  if(index==1){  if(str[i]!=' '){  if(str[i]>='0'&&str[i]<='9'){  x[length-1-i]=str[i]-'0';  }  }else{  index=i;  }  }else{  y[index-i-1]=str[i]-'0';  }  }  j=0;  for(i=0;i<SIZE;i++){  bit[i]=x[i]+y[i]+carry;  carry=0;  if(bit[i]>=10){  bit[i]-=10;  carry=1;  }  }  j=1;  for(i=SIZE-1;i>=0;i--){  if(bit[i]!=0&&j==1){  j=0;  printf("%d",bit[i]);  }else if(bit[i]==0&&j==1){  continue;  }else if(j==0){  printf("%d",bit[i]);  }  }  moveForward();  turnLeft();  moveForward();  return 0;  } |