

# Sample title

Anonymous

Overleaf

2021

# Aquarium Maze

## Problem

- Input: grid of "." and "#" squares.
- Grid is filled with water from the top.
- Water can move down, left and right.

## Solution

- Can simulate water by starting at a top square and then traversing the graph e.g. using BFS or DFS
  - 1 if square == "." and not yet visited
  - 2 visit all neighbours recursively
  - 3 add 1 to answer

## Gotchas

- Need to start once at every point on the top.
- Otherwise we might miss some air bubbles.

# BicycleLock

## Problem

- Input: Initial lock position  $I$  and final lock position  $F$  of length  $n$ .
- Move to final position by always turning two consecutive dials at once.

## Solution

- Dial 1 can only be turned by turning dials 1 and 2.
- It needs to be turned from  $I_1$  to  $I_2$ .
- After turning that, we have a new subproblem of length  $n - 1$
- We can solve this recursively

## Gotchas

- Always two ways to turn dials: Clockwise or Anti-clockwise.
- Need to check if dial  $n$  is at the right position in the end.

## Problem

- Check if given bracket pattern makes sense.
- `{{}}` Does not make sense.
- `{{}}{{}}` Does make sense.

## Solution

- Count number of currently open brackets.
- begin with `open = 0`
- `"{"`  $\rightarrow$  `open++`
- `"}"`  $\rightarrow$  `open--`
- pattern invalid if `open < 0` at any time.
- pattern invalid if `open != 0` in the end.

## Problem

- Given  $(n_1, n_2, n_4)$  lego bricks of size 1, 2 and 4.
- Build the highest wall of width  $w$ .

## Solution

- Should always use bricks of higher size first to maintain flexibility.
- Greedy solution by using  $n_4$  bricks, then filling up with  $n_2$ , then with  $n_1$ .

# ExtravagantVoyage

## Problem

- Given  $n$  items with happiness  $H$  and volume  $V$
- Choose items with cumulative weight  $w$
- Also called 0-1-Knapsack

## Solution

- Recursive DP solution:
- Go through  $n$  items and start with remaining weight  $r = w$ .
- Recursively solve:
  - taking item:  $r -= W_i$ ;  $h += H_i$ .
  - leaving item:  $r, h$  unchanged.
- Save states in dp-table.

## Gotchas

- Not using a dp-table results in time limit exceeded.

## Problem

- Check if given list of strings contains every letter of the alphabet.

## Solution

- Can concatenate strings and solve for a single string.
- For each char:
- If char is letter: Add lowercase version to set.
- Check if length of set is 26.

## Gotchas

- Capitalization does not matter.
- Strings do not only contain letters

## Problem



## Solution



## Gotchas





## Problem

- TODO: make description more clear.
- Given  $n$  strings, find a string that contains all  $n$  strings in the right order and where no character is part of 3 strings.

## Solution

- Start with two first strings  $X$  and  $Y$ .
- If  $Y$  starts with  $X$ :
- Add  $X$  to solutionword, continue with rest of  $Y$  and next string.
- Else: Remove first letter of  $X$  and repeat process.

## Problem

- Given a list of names. Print the lexicographically smallest surname and add " et al."

## Solution

- Remove part before space (prename).
- Find the lexicographically smallest string by sorting and taking the first element.
- print string + " et al."

## Problem



## Solution



## Gotchas



# KeyboardRobot

## Problem

- Given a 6x6 keyboard layout of letters and some text.
- Find a way to move 2 fingers simultaneously such that the time is minimal to type the given text.

## Insights

- Insight #1: the text is short, only 200 letters, so the maximum time is  $(5 + 5) \cdot 200 = 2000$
- Insight #2: we can simulate it, but need fast way of prioritising interesting states

## Solution

- Use a priority queue to track every "reasonable" reachable state
- A state is: (time, index in text, finger 1&2 target position and remaining movement)

## Problem

- Given the times you need to solve each of the  $n$  problems.
- Determine the minimal penalty you can get on the contest.

## Solution

- The time you needed for the first problem will be added to the penalty of all problems you solve.
- It is always best to solve shortest problems first.
- Greedy solution: Sort problems by length, then simulate.