5/12/2560 <e>Judge

## **■** Submission Detail

**ID** #516781

**Problem** BishopMove (https://ejudge.it.kmitl.ac.th/problem/3012)

Username it60070183(นายธีรภัทร ไกรศรีสิริกุล)

(https://ejudge.it.kmitl.ac.th/account/1506)

**Language** Python

**Correctness Score** 100 Points

**Bonus Score** 900 Points

Quality 100% How to improve your code

**Summary Score** 1000 Points

**Time** 2017-11-16 22:46:31

## → Details

Case 1 [#12367]: (	Passed	0.04083400 sec.
Case 2 [#12368] : (	Passed	0.03823700 sec.
Case 3 [#12369]: (	Passed	0.04123600 sec.
Case 4 [#12370] : (	Passed	0.03993900 sec.
Case 5 [#12371] : (	Passed	0.04255000 sec.
Case 6 [#12372] : (	Passed	0.04162500 sec.
Case 7 [#12373] : (	Passed	0.04148900 sec.
Case 8 [#12374] :	Passed	0.04205000 sec.
Case 9 [#12375] : (	Passed	0.04210900 sec.
Case 10 [#12376] :	Passed	0.04318500 sec.
Case 11 [#12377] :	Passed	0.04915000 sec.
Case 12 [#12378] :	Passed	0.04753800 sec.
Case 13 [#12379] :	Passed	0.04231800 sec.
Case 14 [#12380] :	Passed	0.04142800 sec.
Case 15 [#12381] :	Passed	0.04324700 sec.
Case 16 [#12382] :	Passed	0.04818200 sec.
Case 17 [#12383] :	Passed	0.04209400 sec.
Case 18 [#12384] :	Passed	0.04116300 sec.
Case 19 [#12385] :	Passed	0.04262900 sec.
Case 20 [#12386] :	Passed	0.04207000 sec.
Case 21 [#12387] :	Passed	0.04143200 sec.
Case 22 [#12388] :	Passed	0.04134500 sec.
Case 23 [#12389] :	Passed	0.04165100 sec.
Case 24 [#12390] :	Passed	0.04133900 sec.

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Pointers=false&textReferences=false&showOnlyOutputs=false&py=3&rawInputLstJSON=%5B%5D&curInstr=0)

```
.....
 1
 2
     PSIT - Week 13
 3
     Teerapat Kraisrisirikul (60070183)
 4
 5
 6
     def main():
          """ Main function """
 7
          board = int(input()), int(input())
 8
          bishop = int(input()), int(input())
other = int(input()), int(input())
 9
10
11
          is_enemy = int(input())
          target = int(input()), int(input())
print(progress(board, bishop, other, is_enemy, target))
12
13
14
15
     def progress(board, bishop, other, is_enemy, target):
          """ Progress of checking ""'
16
17
          if target == bishop:
              return 'Yes'
18
19
          # Target is anywhere, except the bishop coordinates.
20
          if in_path(bishop, target) == False:
21
              return 'No'
          # Target is now in path.
22
23
          if in_path(bishop, other) == False:
              return 'Yes'
24
25
          # Both target and other is now in path
26
          if (other == target) and is_enemy:
              return 'Yes'
27
28
          if (other == target) and is_enemy == 0:
29
              return 'No'
30
          # Other is not on the target
          if not_blocked(board, bishop, other, target):
31
              return 'Yes'
32
33
          # Path is now blocked
          return 'No'
34
35
     def in_path(bishop, obj):
36
          """ Check if the target is in path """
37
38
          return abs(bishop[0]-obj[0]) == abs(bishop[1]-obj[1])
39
40
     def not_blocked(board, bishop, other, target):
          """ Check if the path is blocked by another chess """
41
42
          walk_directions = [(-1, -1), (-1, 1), (1, -1), (1, 1)]
43
44
          for i in walk directions:
45
              area = bishop
46
              pass obj = False
47
              while True:
                   area = area[0] + i[0], area[1] + i[1]
48
49
                   if (0 \le area[0] \le board[0]) == False or <math>(0 \le area[1] \le board[1]) =
50
                       break
51
                   elif area == target:
52
                       if pass obj:
53
                            return False
54
                       pass_obj = True
55
                   elif area == other:
56
                       if pass_obj:
57
                            return True
                       pass_obj = True
58
59
          return True
60
     main()
61
```

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