

Programming Assignment 3

February 4, 2018

1 About the Assignment

The aim of this assignment is to teach you how to design data structures from problem specifications. The assignment contains two problems with the same underlying theme: operations on a dictionary. However, there are two different sets of operations and hence the two problems. You must read the problem carefully and decide which data structure to use where. You are advised to attempt Memory Game 1 before Memory Game 2. In case of any difficulties, you can contact Divyanshu Shende or Kapil Dolas in their office hours or via email.

2 Problems

You are supposed to solve 2 problems on SPOJ.

Deadline for submission is 12th February, 2018 23:59:59.

2.1 Problem 1

Solve the problem **Memory Game 1** . Max marks:10

2.2 Problem 2

Solve the problem **Memory Game 2** . Max marks:20

3 Note

These SPOJ problems show percentage of test cases passed. The same percentage of marks you will get in each problem.

You can view result code [AC, WA, TLE, etc] for each of the test case, by clicking on solution's score.