|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 0 |  |  |  |  |  |  |  |  |  |  |  |  | 0 |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  | 1 |
| 2 |  |  |  |  |  |  |  |  |  |  |  |  | 2 |
| 3 |  |  |  |  |  |  |  |  |  |  |  |  | 3 |
| 4 |  |  |  |  |  |  |  |  |  |  |  |  | 4 |
| 5 |  |  |  |  |  |  |  |  |  |  |  |  | 5 |
| 6 |  |  |  |  |  |  |  |  |  |  |  |  | 6 |
| 7 |  |  |  |  |  |  |  |  |  |  |  |  | 7 |
| 8 |  |  |  |  |  |  |  |  |  |  |  |  | 8 |
| 9 |  |  |  |  |  |  |  |  |  |  |  |  | 9 |
| 10 |  |  |  |  |  |  |  |  |  |  |  |  | 10 |
| 11 |  |  |  |  |  |  |  |  |  |  |  |  | 11 |
| 12 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

# 

# Def

## Input points = nr from 1-24

## Input border (in our case a square perimeter with 12\*4 space) = nr 0

## Paths spaces = nr from -1 to -24

## Exterior occupied spaces = nr of the space\*100 (so their number%100==0)

= input border or the paths spaces that are in touch with an exterior occupied space

## Exterior unoccupied spaces

= the unoccupied spaces that are in touch with an exterior space

## Exterior score of a space

= the smallest distance from an exterior occupied space that is not an input point

## Exterior score of a path

= the sum of the exterior score of all individual spaces from the path

## n-th path between 2 points

= the path with the n-th smallest exterior score

## Working points

= the pair of points of the same colour with the smallest score of the path between them

# 

# Rules (n=nr of input points/2)

for (int i=1; i<=n;i++)

{

Find working points.

Fill the 1st path between them. If there is no path, modify another ones increasing their path.

}

# To do

## The no path case

## The exterior score of a path should be an average

## The exterior score of a point should have a nr value

## When u are going on the edge u should decrease the score

## (If a piece have just one way, it should be the next move)

## (if there are isolated spaces or starting points, eliminate that path)