



HOME CONTESTS GYM PROBLEMSET GROUPS RATING API CANADA CUP 🖫 SECTIONS

PROBLEMS SUBMIT STATUS STANDINGS CUSTOM TEST

# B. Polo the Penguin and Matrix

time limit per test: 2 seconds memory limit per test: 256 megabytes input: standard input output: standard output

Little penguin Polo has an  $n \times m$  matrix, consisting of integers. Let's index the matrix rows from 1 to n from top to bottom and let's index the columns from 1 to n from left to right. Let's represent the matrix element on the intersection of row n and column n as n and n are n are n and n are n are n and n are n and n are n are n and n are n are n and n are n and n are n are n and n are n are n and n are n are n are n are n are n are n and n are n are n are n are n are n and n are n

In one move the penguin can add or subtract number  $\mathcal{O}$  from some matrix element. Find the minimum number of moves needed to make all matrix elements equal. If the described plan is impossible to carry out, say so.

#### Input

The first line contains three integers n, m and d ( $1 \le n$ ,  $m \le 100$ ,  $1 \le d \le 10^4$ ) — the matrix sizes and the d parameter. Next n lines contain the matrix: the j-th integer in the i-th row is the matrix element  $a_{ij}$  ( $1 \le a_{ij} \le 10^4$ ).

#### **Output**

In a single line print a single integer — the minimum number of moves the penguin needs to make all matrix elements equal. If that is impossible, print "-1" (without the quotes).

### **Examples**

input	
222 24 68	
output	
4	
input	
127 67	
output	
-1	

#### → **Attention**

Package for this problem was not updated by the problem writer or Codeforces administration after we've upgraded the judging servers. To adjust the time limit constraint, solution execution time will be multiplied by 2. For example, if your solution works for 400 ms on judging servers, then value 800 ms will be displayed and used to determine the verdict

#### Codeforces Round #177 (Div. 2)

#### **Finished**

#### → Virtual participation

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ACM-ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you - solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you - solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

Start virtual contest

# → Problem tags (brute force (dp (implementation) (sortings) (ternary search) No tag edit access

## → Contest materials

- Announcement #1
- Announcement #2
- Tutorial

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