A. Requirements

Code (90%)

You can write your code in Java, Python, C, or C++. The *time limit* may vary among different languages, depending on the performance of the language. Your code must be a complete excutable program instead of only a function. We guarantee test data strictly compliance with the requirements in the description, and you do not need to deal with cases where the input data is invalid.

No AI Assistance or Plagiarism: All code must be your own. The use of AI tools (e.g., ChatGPT, GitHub Copilot) or copying from external sources or peers is **strictly forbidden**.

Violations of the plagiarism rules will result in 0 points or even **failure** of this course.

Libraries in this assignment:

- For C/C++, you can only include standard library.
- For Java, you can only import java.util.*
- For Python, you can only import standard library. In other words, you cannot import libraries such as numpy.

We provide an example problem to illustrate the information above better.

Report (10%)

You also need to write a report in pdf type to explain the following:

- What are the possible solutions for the problem?
- How do you solve this problem?
- Why is your solution better than others?

Please note that the maximum number of lages allowed for your report is 5 pages.

Remember that the report is to illustrate your thinking process. Keep in mind that your report is supposed to show your idea, and thinking process. We expect clear and precise textual descriptions in your report, and we do not recommend that you over-format your report.

B. Example Problem: A + B Problem

Description

Given Tintegers A and B, compute and print A + B

Input

Two integers in one line: A, and B

Qutput

One integer: A + B

vam pie inj	ut 1
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Sample Output 1

y 2 | 3

Problem Scale & Subtasks

For 100% of the test cases, $0 \le A, B \le 10^6$

Solutions

Java

```
import java.util.*;

public class Example {
    public static void main(String[] args) {
        int a, b;
        Scanner scanner = new Scanner(System.in);
        a = scanner.nextInt();
        b = scanner.nextInt();
        scanner.close();
        System.out.println(a + b);
    }
}
```

Python

```
AB = input().split()
A, B = int(AB[0]), int(AB[1])
print(A + B)
```

\mathbf{C}

```
#include <stdio.h>
int main(int argc, char *argv[])
{
  int A, B;
  scanf("%d%d", &A, &B);
  printf("%d\n", A + B);
  return 0;
}
```

C++

C. Submission

After fluishing this assignment, you are required to submit your code to the Online Judge System (OJ), and upload your .zip package of your code files and report to BlackBoard.

0.1 Online Judge

Once you have completed one problem, you can submit your code on the page on the Online Judge platform (oj.cuhk.edu.cn, campus only) to gain marks for the code part. You can submit your solution of one problem for no more than 80 times.

After you have submitted your program, OJ will test your program on all test cases and give you a grade. The grade of your latest submission will be regarded as the final grade of the corresponding problem. Each problem is tested on multiple test cases of different difficulty. You will get a part of the score even if your algorithm is not the best.

Note: The program running time may vary on different machines. Please refer to the result of the online judge system. OJ will show the time and memory limits for different languages on the corresponding problem page.

If you have other questions about the online judge system, please refer to OJ wiki (campus network only). If this cannot help you, feel free to contact us.

C.2 BlackBoard

You are required to upload your source codes and report to the BlackBoard platform. You need to name your files according to the following rules and compress them into *3_\Student ID>.zip:

```
A3_<Student ID>.zip
|-- A3_P1_<Student ID>.java/py/c/cpp
|-- A3_P2_<Student ID>.java/py/c/cpp
|-- A3_Report_<Student ID>.pdf
```

For Java users, you don't need to consider the consistency of class name and file name.

For example, suppose your ID is 123456789, and your problem 1 is written in Python, problem 2 is written in Java then the following contents should be included in your submitted A3_123456789.zip:

```
A3_123456789.zip
|-- A3_P1_123456789.py
|-- A3_P2_123456789.java
|-- A3_Report_123456789.pdf
```

C.3 Late Submissions

Submissions after Nov.22 2024 \$3.59.00(UTC+8) could be considered as LATE.

The LATE submission page vill open after dealline on OJ.

Submisson time = max latest submisson time for every problem, BlackBoard submisson time}

There will be penalties for late submission:

- 0-24 hours after deadline: final score = your score $\times 0.8$
- 24–72 hours after deadline, final score = your score $\times 0.5$
- 72+ hours after deadline. final score = your score $\times 0$

$\mathbf{F}\mathbf{A}\mathbf{Q}\mathbf{s}$

Q: My program passes samples on my computer, but not get AC on OJ.

A. Refer to OJ Wiki Q&A

Authors

If you have questions for the problems below, please contact:

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- Problem 2. Diyuan Deng: diyuandeng@link.cuhk.edu.cn

CSC3100 Data Structures Fall 2024

Programming Assignment 3

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Due: Nov.22 2024 23:59:00

Assignment Link: https://oj.cuhk.edu.cn/d/csc3100_2024_fall/homework/672b68fc40c360196c1f796

1 Tree (40% of this assignment)

1.1 Description

Warrior has two important attributes, $\operatorname{\mathbf{magic\ point}}(MP)$ and $\operatorname{\mathbf{health\ pdint}}(HP)$. These two values are determined by the warrior at the beginning

The magic city can be regarded as an undirected simple connected tree (data structure) with n nodes and m edges. the warrior will walk in the city, from any starting leaf node to destination t which is the root node. Every time the warrior passes an edge, the magic point of the warrior will be reduced by 1. At the same time, there is a moneter with a tack power on each edge, and the warrior will fight with it. If the magic point of the warrior before passing this edge is t, and the attack power of the monster on this edge is t, then the battle when passing this edge will consume $\max(0, w - k)$ healthy points.

The warrior wants to ensure that his magic point and health point are **both zero** when reaching node t at this time. Please find the minimum health point that the warrior needs at **any** beginning nodes.

For example, let's take n = 2, m = 1, and t = 1, there is only one edge (1, 2) with a monster whose attack power is 9. The warrior needs at least 8 healthy points as the warrior will spend $8 = \max(0, 9-1)$ healthy points to cross this edge.

Input Output 8

Hp = 0 Hp = 8 Mp = 0 Mp = 1

Figure 1: Example.

1.2 Input

- The first line has three integers n, m, t where n and m present the number of nodes and edges respectively.
- The next m lines, each with three integers u, v, w, means there is an edge between the nodes u and v, and the attack power of the monster on the edge is w.(u and v = 1, 2, ..., n)

1.3 Output

• The minimum health point that the warrior needs at the beginning.

Sample Input 1

8	7	1
1		
1	2	5
2	3	5
3	4	5
4	5	5
5	6	5
6	7	5
1		
7	8	5
1		

Sample Output 1

10

You can build a new tree and find the minimal health point that the warrior needs at the leaf node.



Figure 2: The new tree of Sample 1

Sample Input 2

Ьa	.111	Pic	шр	u 2					$\mathcal{O}_{\mathbf{i}}$
8 7	1				7				Y
1 2	2 5			~					L
2 3	3 1				X	V	1		
2 4	. 7			V		X	~		
1 5	5 4								
5 6	1			\		•	~		
6 7	2			Ť	O	/ (77		
5 8	3		(/)	\		A			
) _				

Sample Output 2

Same with Sample 1, the maximal minimal health point is 8 at leaf node 4.

Sample/Input 3

Sample Output 3

See attached q2sample.in

See attached q1sample.out

Problem Scale & Subtasks

$$t = 1, m = n - 1, \text{ and } 0 \le w$$

Test Case No.	Constraints
1-4	$2 \le n < 10$
5-8	$10 \le n < 100$
9-10	$100 \le n \le 1000$

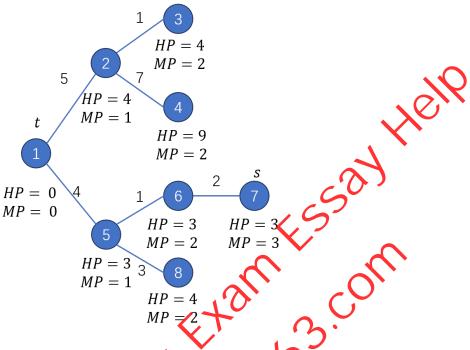


Figure 3: The new tree of Sample 2

2 Find the Maximum Subinterval Sum with Unequal Shelf Contributions (50% of this assignment)

2.1 Description

You are an outstanding employed of a superharket. Chere are n items in the supermarket, each with a unique ID; there are also k shelves, which form a ring by connecting the first and last shelf. Your bag has a limited capacity, and you can only take a series of items whose total number is smaller or equal to bag_size.

Let's take n=6, k=4 bag_size=8 for example.

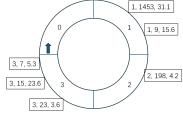
Then 'n-6' means there are 6 pieces of items in total,

'k=4 stands for that there are 4 shelves in total and the selves' ids are 0, 1, 2, 3 respectively. The four cheves are placed in a ring, such that shelf_0 is placed is right in front of shelf_1 and right behind shelf_3.

Your bag has the size of 3, so you can take things whose whole number is smaller or equal to

The supermarker categorizes items using a hashing method: each item's ID determines its assigned shelf number, calculated by id%k. The shelves are numbered from 0 to k-1, and on each shelf the rems are placed in **descending order** of their IDs, from front to back.





Here ,you can record them in tuples (shelf_num, id, value), and you will get the following tuples:

$$(3, 15, 23.6), (3, 23, 3.6), (2, 198, 4.2), (3, 7, 5.3), (1, 9, 15.6), (1, 1453, 31.1)$$

After the hashing function and the sorting procedure, the final result is shown on the upper_right, we can find out which shelf each item belongs to.

Today, your boss is in a great mood and has given you the opportunity to take any continuous sequence of items from the shelves for free. However, there are two important restrictions

• You are only allowed to take thing **continuously**, and the **continuous** sequence of items whose total number must be smaller or equal to bag_size.

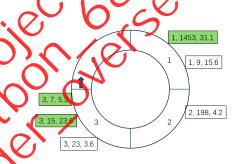
Here you are not allowed to take (1,9,15.6), (1,1453,31.1) and (3,16.23.6) simultaneously.

• You **cannot** take an equal number of items from any two shelves. The number of items taken from each shelf must be different.

Here you are not allowed to take (1,9,15.6), (2, 198, 1.2) and (3,23,3.6) limiltaneously, because that is illegal.

• If there exists one and only one empty shelf between any two shelves with goods, we can skip if and consider the goods between the two non-empty shelves to be continuous; but if there are multiple continuous empty shelves between any two shelves with goods, we cannot connect them and consider them to be disconnected.

Here, since there is nothing on shelf θ , we can ignore the shelf 0 and assume that (3, 7, 5.3) and (1, 1453, 31.1) are items placed next to each other and can be taken together. One optimal solution is taking 2 items from the third shelf and 1 item from the first shelf, yielding 23.6 + 5.3 + 31.1 = 0.0.



In normal cases, what is the maximum total value of the items you can take for free? Please try to write a code to solve it.

2.2 Input

The first line contains three integers: n, k (the base for the hash operation), bag_size (representing the total number of items you can take). In the next n lines, each line contains two values:

i (a positive integer where $1 \le i \le n$),

value[i] (the value of item i, a positive floating-point number where $1 \le i \le n$).

2.3 Output

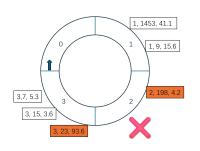
Output the maximum sum of values in a subinterval of size bag_size, rounded to one decimal place, ensuring that the number of items taken from each shelf is unequal.

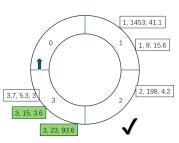
Sample Input 1

Sample Output 1

6	4	2	
15			3.6
23			93.6
198	3		4.2
7			5.3
9			15.6
145	53		41.1



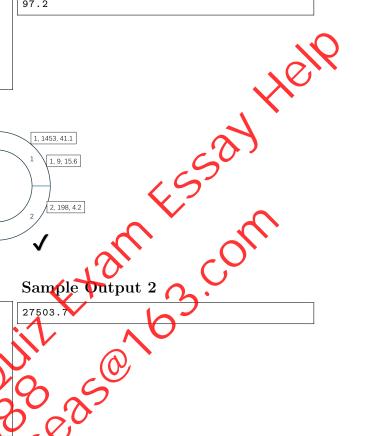




Sample Input 2

Sample

9 6	5	
3289	665	2.7
7803	359	0.7
659	5622	. 2
1542	787	5.3
4563	319	8.4
8757	297	9.0
7777	826	3.7
1068	387	. 7
7134	432	4.3



Sample Input 3

Sample Output 3

See attached q2sample

See attached q2sample.out

Problem Scale & Subtasks

Hint: bag

k>_(, id	> 0, va	alue	> 0		
Test	Case	No.		~`		
1-3	,)	
4.5	_'//	•)		

Constraints
$0 < n \le 10$
$0 < n \le 100$
$0 < n \le 1000$
$0 < n \le 5000$
0 < n < 100000, baa size = 1