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Save The Princess

Problem code: SHIRO

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All submissions for this problem are available.

Shiro is leading an army to save the princess of his kingdom "Abra". The princess has been made a prisoner by the neighboring kingdom "Kadabra". Kadabra is a magical land and is full of challenges. Shiro's army has to pass N levels before they can get to the princess. After each level, the army gets a few flags to carry along. The flags can either all be of kindom Abra OR all of kingdom Kadabra. The magic of Kadabra forces Shiro's army to carry the flags irrespective of which kingdom they belong to. The princess doesn't know Shiro or anyone from his army. She will not escape with them unless she can trust them. She will trust them only if the number of Abra's flags they are carrying is atleast as much as the number of Kadabra's flags.

The army gets a_i flags at the end of the ith level. Probability that flags received at the end of the ith level will be Abra's flags is $\mathbf{p_i}$. Your task is to tell Shiro what is the probability that the princess will trust him once they reach her.

Input:

First line of input contains a single integer T, the number of test cases.

Each test starts with a single line having an integer, N, the number of levels in Kadabra.

Next line contains ${\bf N}$ integers with the ${\bf i}^{th}$ integer being ${\bf a_i}$ as described above.

Next line contains \mathbf{N} integers with the i^{th} integer being \mathbf{p}_i as described above. Note that the probabilities given will be in percents.

Output:

For each test case, output a line containing the required probability. The answer will be accepted if the relative error is not more than 10⁻⁶.

Constraints:

 $1 \le T \le 100$

 $1 \le N \le 100$

 $1 \le a_i \le 100$ $0 \le \mathbf{p_i} \le 100$

Example:

Input:

5

12344 0 100 100 0 50

5 5

50 60

Output:

0.5000000 0.000000

Update:

Difference in answer upto 1e-6 will be ignored.

Author:	vamsi_kavala
Tester:	white_king
Editorial	http://discuss.codechef.com/problems/SHIRO
Tags	aug13 dp dynamic-prog easy simple-math vamsi_kavala

SUCCESSFUL SUBMISSIONS

User	Time	Mem	Lang	Solution
lokwanivanshaj	0.03	2.6M	C++ 4.3.2	View
deepakgupta13	0.03	ЗМ	C++ 4.9.2	View
babyshean	0.03	3.2M	C++ 4.8.1	View
sandeep200296	0.04	3.3M	С	View
vishal_anand93	0.06	2.2M	С	View
aatzz_11	0.06	2.2M	С	View
adarshhsingh	0.06	2.2M	С	View
shimil	0.06	2.5M	С	View
gargankur74	0.06	2.6M	C++ 4.3.2	View
haibaraai	0.06	2.6M	C++ 4.3.2	View
brucewayne1234	0.06	2.6M	C++ 4.3.2	View
shankeyrocks	0.06	2.6M	C++ 4.3.2	View

HELP

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Program should read from standard input and write to standard output. After you submit a solution you can see your results by clicking on the [My Submissions] tab on the problem page. Below are the possible results:

- Accepted ✓ Your program ran successfully and gave a correct answer. If there is a score for the problem, this will be displayed in parenthesis next to the checkmark.
- Time Limit Exceeded Your program was compiled successfully, but it didn't stop before time limit. Try optimizing your approach.
- Wrong Answer

 Your program compiled and ran succesfully but the output did not match the expected output.
- Runtime Error Your code compiled and ran but

encountered an error. The most common reasons are using too much memory or dividing by zero. For the

■ Compilation Error Your code was unable to compile. When you see this icon, click on it for more

If you are still having problems, see a sample solution

specific error codes see the help section.

information.

	·				
Date Added:	27-03-2013				
Time Limit:	1 sec				
Source Limit:	50000 Bytes				
Languages:	ADA, ASM, BASH, BF, C, C99 strict, CAML, CLOJ, CLPS, CPP 4.3.2, CPP 4.9.2, CPP1 CS2, D, ERL, FORT, FS, GO, HASK, ICK, ICON, JAVA, JS, LISP clisp, LISP sbcl, LUA, NEM, NICE, NODEJS, PAS fpc, PAS gpc, PERL, PERL6, PHP, PIKE, PRLG, PYTH, PYTH 3.1.2, RUBY, SCALA, SCM guile, SCM qobi, ST, TCL, TEXT, WSPC				
SUBMIT					
Commen	its				
anmolarora	6699 @ 12 Aug 2013 03:50 PM				
	ole, for the second test case, shouldn't the probability be 0.550000.?? I mean, if you 50+5*60)/(5*100+5*100)?? Or is there a different formula to calculate probability.?				
tijoforyou @	12 Aug 2013 05:24 PM				
are Abra and flags = 0 with = (1-0.5)*0.6 0.2. AA> to Now, require	e this. There are four possibilities: KK, KA, AK, AA. (AK means all flags from first level d all flags from second level are Kadabra; and similarly for others). KK> total Abra probability = $(1-0.5)^*(1-0.6) = 0.5^*0.4 = 0.2$. KA> total Abra flags = 5 with probability = $0.5^*0.6 = 0.3$. AK> total Abra flags = 5 with probability = $0.5^*(1-0.6) = 0.5^*0.4 = 0.1$. As you can see total probability is 1. In the sum of probabilities of all cases with total Abra flags greater than or all Kadabra flags (or Abra flags >= 5). Which is cases 2, 3, and 4 ==> our answer = 0.8				
gtpraveen @	0 6 Oct 2013 02:01 AM				
@tijiforyou if way of doing	N is 100 then you will have 2^100 combinations to check. There should be a simpler this.				
codedecode	9 0111 @ 5 Apr 2014 01:25 PM				
read the prob	1699: Even, i got confused at the same thing why isn't the answer 0.55000 but then I re olem statement once again and found that "The flags can either all be of kindom Abra ngdom Kadabra" So, it has to be done like @tijoforyou has said. Otherwise, our right.:)				
Need help? I Your name: akashiitj	Post a comment. But before that please spare a moment to read the guidelines.				
Comment: *					
Save					
Savo					

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The time now is: 03:19:52 PM Your lp: 61.1.24.53

CodeChef - A Platform for Aspiring Programmers

CodeChef was created as a platform to help programmers make it big in the world of algorithms, **computer programming** and **programming contests**. At CodeChef we work hard to revive the geek in you by hosting a **programming contest** at the start of the month and another smaller programming challenge in the middle of the month. We also aim to have training sessions and discussions related to **algorithms**, **binary search**, technicalities like **array size** and the likes. Apart from providing a platform for **programming competitions**, CodeChef also has various algorithm tutorials and forum discussions to help those who are new to the world of **computer programming**.

Practice Section - A Place to hone your 'Computer Programming Skills'

Try your hand at one of our many practice problems and submit your solution in a language of your choice. Our **programming contest** judge accepts solutions in over 35+ programming languages. Preparing for coding contests were never this much fun! Receive points, and move up through the CodeChef ranks. Use our practice section to better prepare yourself for the multiple **programming challenges** that take place through-out the month on CodeChef.

Compete - Monthly Programming Contests and Cook-offs

Here is where you can show off your **computer programming** skills. Take part in our 10 day long monthly **coding contest** and the shorter format Cook-off **coding contest**. Put yourself up for recognition and win great prizes. Our **programming contests** have prizes worth up to INR 20,000 (for Indian Community), \$700 (for Global Community) and lots more CodeChef goodies up for grabs.

Programming Tools	Practice Problems	<u>Initiatives</u>
Online IDE	<u>Easy</u>	Go for Gold
Upcoming Coding Contests	Medium	CodeChef for Schools
Contest Hosting	<u>Hard</u>	Campus Chapters
Problem Setting	<u>Challenge</u>	
CodeChef Tutorials	Peer	
CodeChef Wiki	School	
	FAQ's	