

The background is a dark, textured surface, possibly a piece of paper or fabric, covered in numerous small, irregular splatters of red and yellow paint or ink. Several thin, black, curved lines are scattered across the surface, some resembling cracks or brushstrokes. The overall effect is one of a heavily distressed or aged surface.

0511

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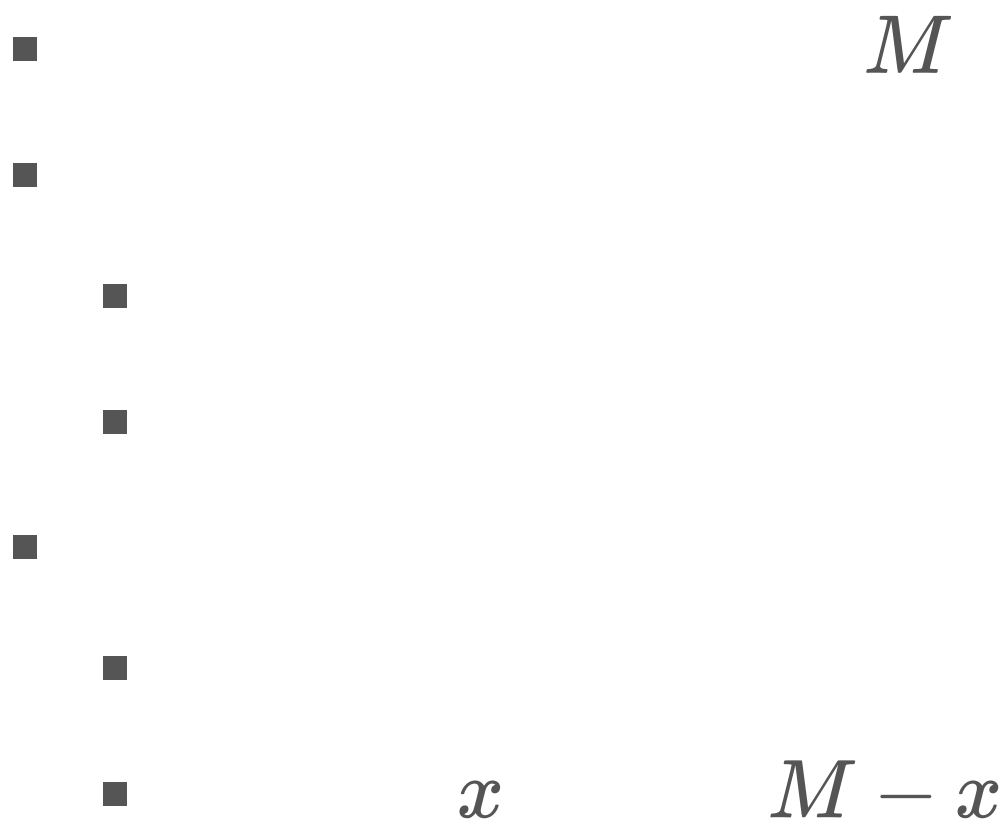
UVa 10474

■

x

■

UVa 11057



UVa 11413

■ N M M X X

■ X X

$$\blacksquare \quad X \qquad \qquad \qquad X \quad M$$

UVa 12190

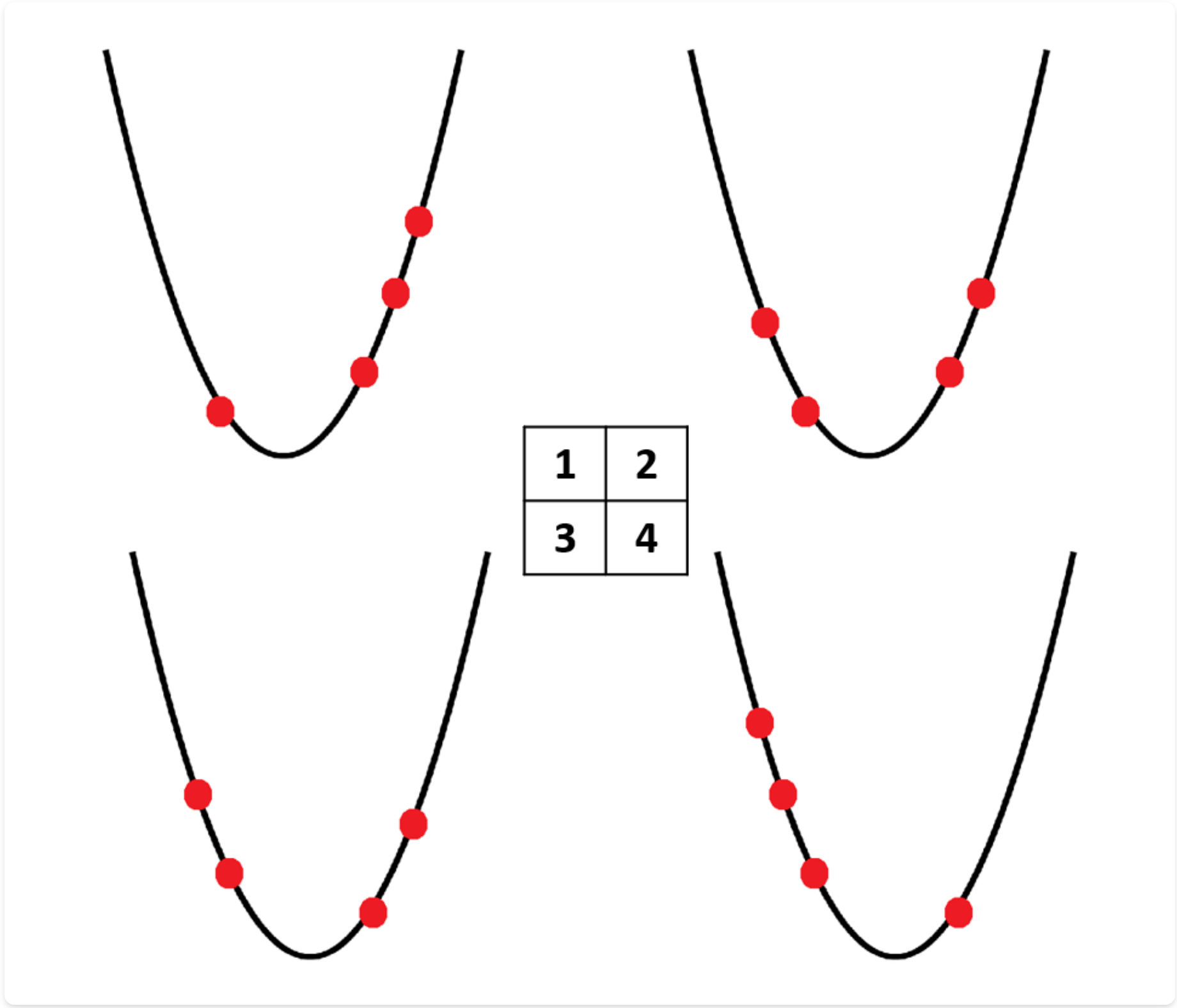
- A B ()?
- $F(X)$ X
- $total$
- x
 - $F(total - x) - F(x) == B$ x
 - $F(total - x) - F(x) < B$ $total - x < x$ $x = R - 1$
 - $x = L + 1$

UVa 10232

- $0 \qquad r_1, r_2, \dots, r_n \qquad k$
- $k \qquad k \qquad k - 1$
- -
 - $ans = 0 \qquad ans \qquad D$
 - $ans = D \rightarrow ans+ = 1$
 - $ans = max(ans, D)$
- - k
 - k
 - D
 - $D == K \rightarrow K- = 1$
 - $D > K \rightarrow \text{fail}$



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■ $y = F(x) = x^2$) /

■ $S(a) < S(b) < S(c) < S(d)$

■ $S(a) > S(b) < S(c) < S(d)$

■ $S(a) > S(b) > S(c) < S(d)$

■ $S(a) > S(b) > S(c) > S(d)$

■

■ $S(b) < S(c)$

■ $S(b) > S(c)$

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```
double trinary_search(double L, double R)
{
    for (int i = 0; i < 300; ++i)
    {
        double mL = (L + L + R) / 3, mR = (L + R + R) / 3;
        if (f(mR) > f(mL))
            R = mR;
        else
            L = mL;
    }
    return L;
}
```

UVa 01476

■ N S_i $F(x) = \max S_i(x)$ $F(x)$

■