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## Find My Namespace



**Problem** 

**Submissions** 

Leaderboard

**Discussions** 

Language "MyBinary" has a special criterion in selecting valid variable names.

- 1. It accepts only "0" and "1" characters while writing variable names.
- 2. There should be same number of "0" and "1" characters in a name
- 3. The prefix of the name has the property where NumberOf('1') ≥ NumberOf('0')

Amal is using this language for his programming project. For a given "n" number of "0" characters, he needs to find how many valid variable names can be generated.

Eg:

Number of "0" characters (n) = 3

Valid name patterns =>

111000

101100

101010

110010 110100 Number of valid patterns => 5 **Input Format** 3 Constraints 1. It accepts only "0" and "1" characters while writing variable names. 2. There should be same number of "0" and "1" characters in a name 3. The prefix of the name has the property where NumberOf('1') ≥ NumberOf('0') **Output Format** 5 Sample Input 0 3 Sample Output 0 5



Submissions: 22 Max Score: 80 Difficulty: Medium



```
C++
   1 ▼#include <cmath>
     #include <cstdio>
     #include <vector>
     #include <iostream>
     #include <algorithm>
     using namespace std;
   6
   7
   8
   9 vint main() {
          /* Enter your code here. Read input from STDIN. Print output to STDOUT */
  10 ▼
          return 0;
  11
  12
     }
  13
                                                                                                    Line: 1 Col: 1
<u>♣ Upload Code as File</u>
                          Test against custom input
                                                                                      Run Code
                                                                                                   Submit Code
```