



level
4

CLOUDFLIGHT
CODING
CONTEST

#WeLoveSoftware
u too? cloudfight.io/career

LEVEL 4

You will need more tunnels

- Either the width or the height of the minable rectangle is now guaranteed to be **divisible by 3**
- The other dimension is any integer between 3 and 199 (inclusive)
- The given dig limit is now **1 greater than** an optimal solution
- Correct solutions must either be **optimal or 1 cell worse** than optimal



Valid Tunnel Layout Checklist

- Each cell inside the minable rectangle must either be a tunnel, or be adjacent to a tunnel
- Your tunnels may branch at any point, but must be connected to the outpost as well as to each other
- Diagonals do not count as adjacent or connected
- Bedrock cannot be dug
- Your tunnels must not have more cells than the dig limit



Input

format identical to previous level		
Name	Description	Example
N	Number of asteroids	
repeated N times	Minalble rectangle size and dig limit	The width and height of the minable rectangle followed by the dig limit, separated by a spaces
	Character representation	A paragraph of characters '#' represents bedrock ':' represents a minable cell 'S' represents the outpost
	Empty line between asteroids	

Output

format identical to previous level		
Name	Description	Example
Character representation (repeated N times)	A paragraph of characters '#' represents bedrock ':' represents a minable cell 'S' represents the outpost 'X' represents a tunnel cell	##S### #:X:::# #:XXX# #:X:::# #:X:::# #:XXX# #:X:::# ##### #####S## #:X::X::X:# #:X::X::X:# #:X::X::X:# #XXXXXXXXX# #:X:::# #####
Empty lines between asteroids are recommended but optional		

Happy Mining!



CLOUDFLIGHT
CODING
CONTEST

#WeLoveSoftware
u too? cloudfight.io/career

