

## **h**ackerearth

Mancunian And Trivisible Arrays / Submission (8093689) by Ankush Patil (aspraz2658)



Score 12.0	<b>Time (sec)</b> 1.00878		Memory (KiB) 64		<b>Language</b>			
	Result	Time (sec)	Memory (KiB)	Score	Your Output	Correct Output	Error Log	Di
Input #1	8	0.100564	64	0	<b>ট</b>	क		4
Input #2	•	0.101075	64	10	ক্র	क		
Input #3	8	0.101586	64	0	₫)	<b></b>		d
Input #4	•	0.10054	64	10	₫)	<b></b>		
Input #5	•	0.100657	64	10	ক্র	क		
Input #6	•	0.100973	64	10	₫)	<b>D</b>		
Input #7	8	0.100581	64	0	ক্র	क		4
Input #8	•	0.100855	64	10	ক্ট	Φ		
Input #9	•	0.100886	64	10	d)	Φ		
Input #10	8	0.101067	64	0	ক্র	⟨₽̄		d

Submission:

Theme: Light ▼

12 EVENTS

```
1.
         #include <stdio.h>
         #include <math.h>
         int main()
    3.
    4.
         {
    5.
              int n;
    6.
             scanf("%d",&n);
    7.
             long int number_array[n];
    8.
             int i=0;
    9.
             int j=0;int count=0;
   10.
             for(i=0;i< n;i++) {
   11.
                  scanf("%d",&number_array[i]);
   12.
                  if(number_array[i]==0)
   13.
                      count++;
   14.
   15.
             for(i=0;i<n;i++) {</pre>
   16.
                  if(number_array[i]!=0)
   17.
   18.
                  for(j=i+1;j< n;j++)
   19.
   20.
                      if(abs(number\_array[i]+number\_array[j])\%3!=0)
   21.
                          number_array[j]=0;
   22.
                      //printf("\n| number\_array[\%d]=\%d \ number\_array[\%d]=\%d\n",i,number\_array[i],j,number\_array[i]
   23.
   24.
   25.
                  }
   26.
   27.
              for(i=0,j=0;i<n;i++)
   28.
                  \texttt{if}(\texttt{number\_array[i]==0})
   29.
   30.
   31.
              printf("%d",abs(j-count));
   32.
   33.
              return 0;
   34.
        }
Language: C
Embed Submission:
<iframe src=https://www.hackerearth.com/submission/key/cf67da1132264e23b7abef6efe8bb889/?</p>
theme=light&content-length=806 width='100%' height='684px' frameborder='0' allowtransparency='true'
Theme: Light ▼
COMMENTS (0)
        Start Discussion...
```

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