



Started on Saturday, 25 October 2025, 9:35 AM

State Finished

Completed on Saturday, 25 October 2025, 9:46 AM

Time taken 10 mins 6 secs

Grade **10.00** out of 10.00 (**100%**)

Playing with Numbers:

Ram and Sita are playing with numbers by giving puzzles to each other. Now it was Ram term, so he gave Sita a positive integer 'n' and two numbers 1 and 3. He asked her to find the possible ways by which the number n can be represented using 1 and 3. Write any efficient algorithm to find the possible ways.

Example 1:**Input:** 6**Output:** 6**Explanation:** There are 6 ways to 6 represent number with 1 and 3

1+1+1+1+1+1

3+3

1+1+1+3

1+1+3+1

1+3+1+1

3+1+1+1

Input Format

First Line contains the number n

Output Format**Print: The number of possible ways 'n' can be represented using 1 and 3**

Sample Input

6

Sample Output

6

Answer: (penalty regime: 0 %)

```

1 # include <stdio.h>
2 # include <stdlib.h>
3
4
5 long int countways(int n){
6     if (n<0) return 0;
7     long int *dp = (long int *)malloc(sizeof(long int)*n+1);
8     dp[0] = 1;
9     for(int i=1; i<n+1; i++){
10         dp[i] += dp[i-1];
11         if(i>=3)
12             dp[i] += dp[i-3];
13     }
14     return dp[n];
15 }
16 int main(){
17     int n;
18     scanf("%d", &n);
19     printf("%ld", countways(n));
20 }

```

	Input	Expected	Got	
✓	6	6	6	✓
✓	25	8641	8641	✓
✓	100	24382819596721629	24382819596721629	✓

Passed all tests! ✓

Correct

Marks for this submission: 10.00/10.00.

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