## 20.3 Look and say

## LOOK AND SAY PUZZLE abstract class LookAndSayBase( protected IntUtil u = new IntUtil(); n=7 1 1 2 11 //I don't know how to write it 3 21 //Override by the concrete class 4 1211 abstract String lookAndSay(int n); 5 111221 abstract String lookAndSay(String s); 6 312211 7 13112221 Return the n string LookAndSayBase.java class LookAndSay extends LookAndSayBase{ 999999999 LookAndSay() { 109 I/NOTHING CAN BE CHANGED HERE testBench(); 9876543210 19181716151413121110 @Override protected String lookAndSay(String s) { //NOTHING ČAN BE CHÁNGED HÉRÈ 1. Nothing can be changed in return alg(s); LookAndSayBase.java } 2. Write Code in LookAndSay.java 3. All tests must pass @Override protected String lookAndSay(int n) { 4. Attach only //NOTHING CAN BE CHANGED HERE 1.LookAndSay.java return alg(n); 2. Output of the program LookAndSay.java

Figure 20.2: Look and say

## 20.4 Plus one