





S = abcabc T = abc

abcabc

abcabc

abcabc

abcabc











[Thought]

If the length of t is N, then we may need N times for-loop instinctively.

<u>a</u>bcabc <u>a</u>bc

[Problem]

The length of t isn 't fixed!!

=> Use recursion to solve

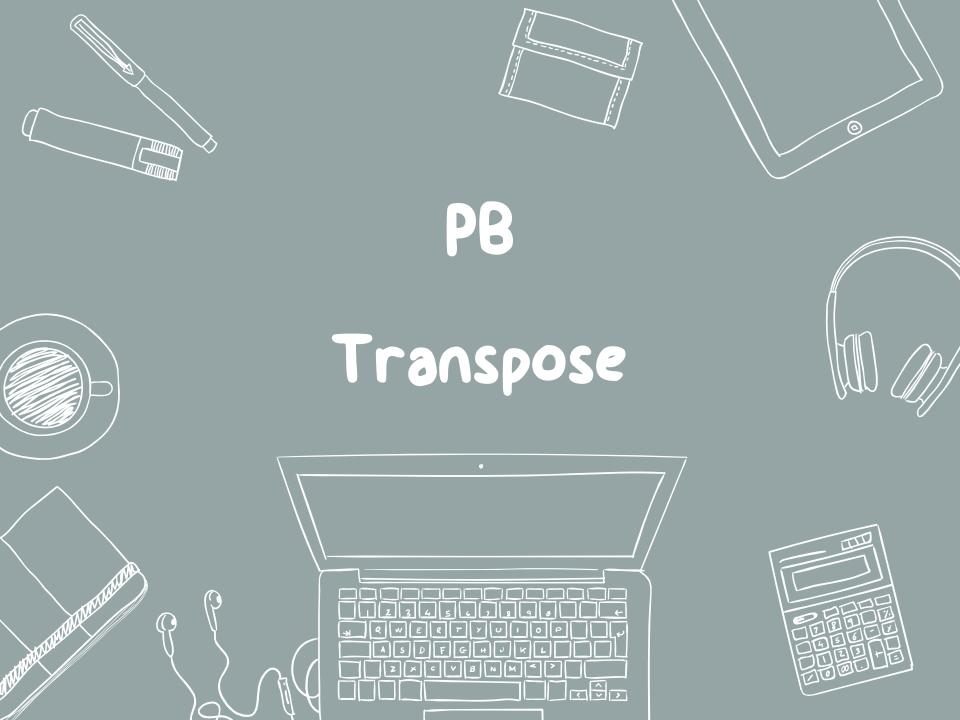
In main function, we call Match(0, 0)



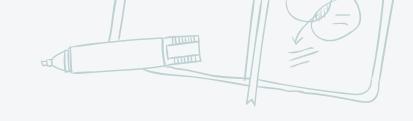




```
void match(int now, int pos){
   // Once the 'pos' count to len_sub
    if (pos==len_sub) {
        // A substring is found
        count++;
    else{
        for (int i=now; i<len_string; i++) {</pre>
            // for the whole string
            // if find element of 'sub' in 'string'
            if (string[i]==sub[pos]) {
                // keep matching
                match(i+1, pos+1);
            } // Skip if not matching, iteration next.
```







[Question]

Give a matrix and you need to transpose them.

[Concept]

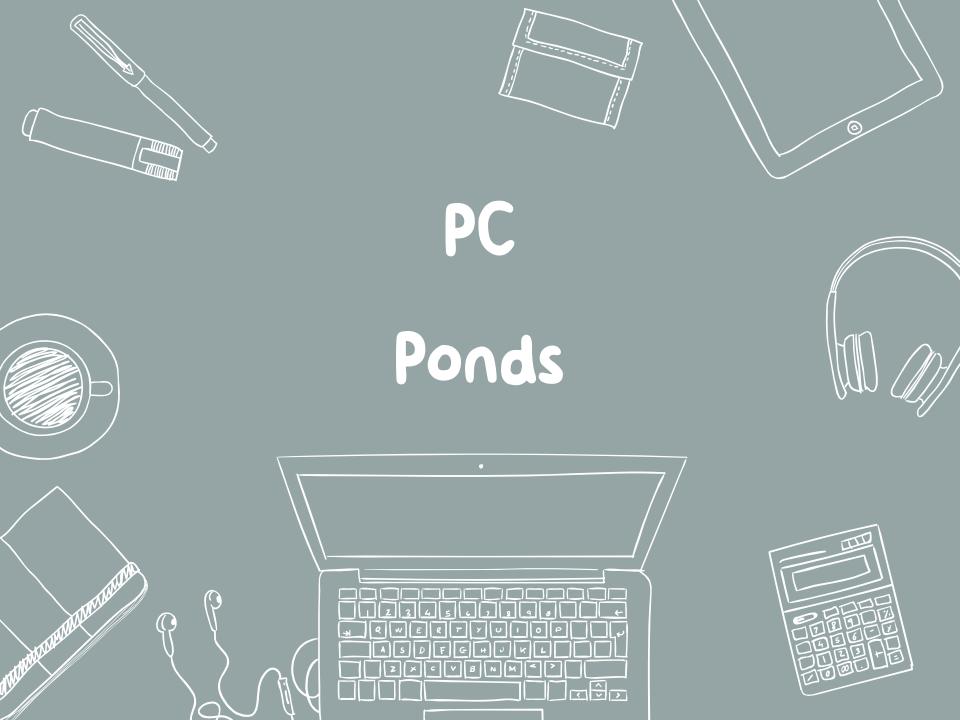
If the matrix being transpose, just change the index of array and change the value in the array.



$$A = \begin{bmatrix} 3 & 1 & 2 \\ 8 & 5 & 4 \end{bmatrix} \qquad A^{T} = \begin{bmatrix} 3 & 8 \\ 1 & 5 \\ 2 & 4 \end{bmatrix}$$



```
void Transpose(int *row , int *col , int *matrix){
    int temp , i , j ;
    int t[501][501];
    for( i = 0 ; i < *col ; i ++){</pre>
        for(j = 0 ; j < *row ; j++){</pre>
            t[i][j] = matrix[j][i];
    for( i = 0 ; i < *col ; i ++){</pre>
        for(j = 0 ; j < *row ; j++){</pre>
            matrix[i][j] = t[i][j];
    temp = *row ;
    *row = *col ;
    *col = temp ;
```





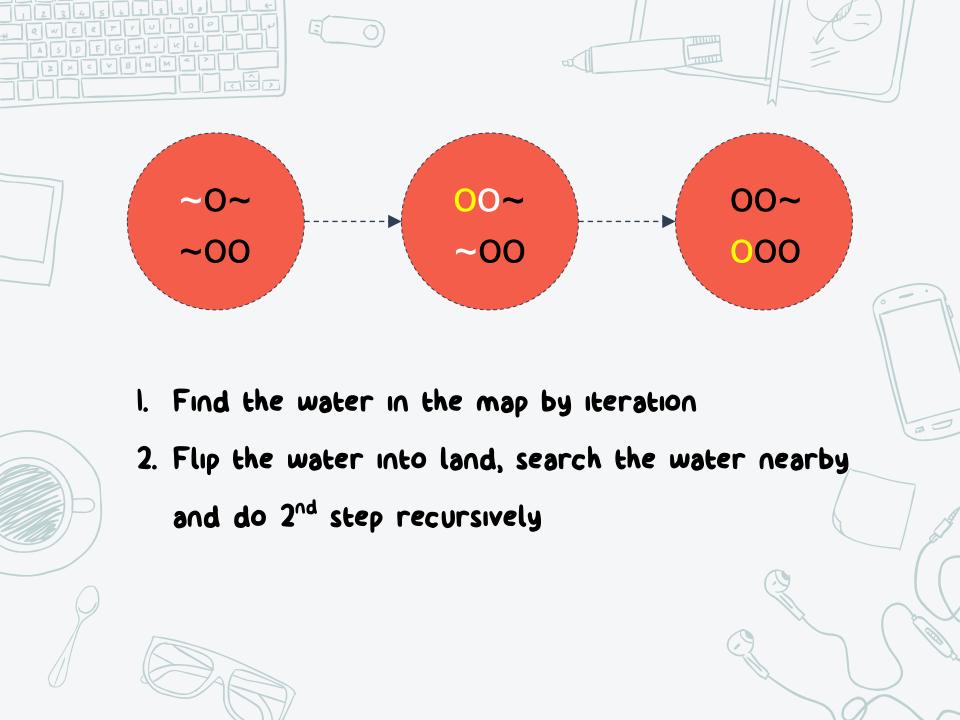
[Thought]

- Find every "~" (water) and ones nearby
- Traverse every water on the map once
 - => Mark the water(~) as "." afterwards









```
void search(i, j) {
    if(map[i][j] == '~') {
```

```
map[i][j] = '.';
if(j != 0) search(i, j-1);
if(j != n-1) search(i, j+1);
if(i != m-1) search(i+1, j);
if(i != 0) search(i-1, j);
```









3 4

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e...

'e' stands for the current position of eccioa.

'.' stands for the regular road he can pass through.

'^' stands for lava he cannot pass through.

'~' stands for water. (There may be multiple of them)

Output

If eccioa can stay alive, please print "Alive!", otherwise please print "Dead!".





[Thought]

- Find "e" first
- Find a path from "e" to "~",
 recursively visiting "." around
- How to determine if there isn't?
 - => Mark the road "visited" once you 've gone there

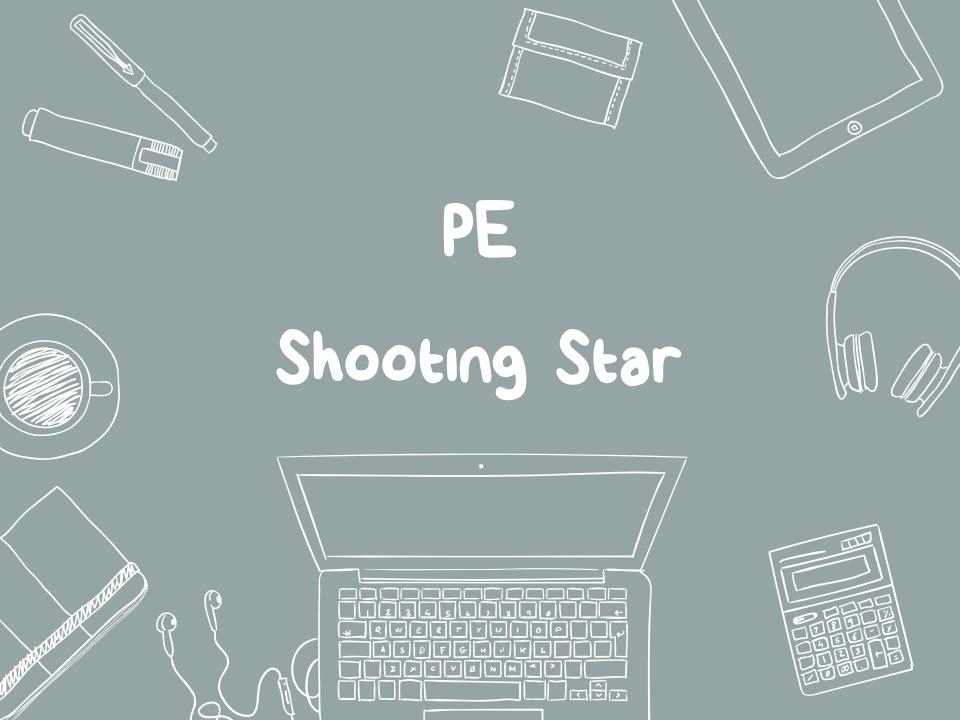




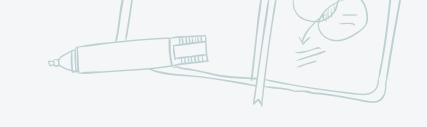




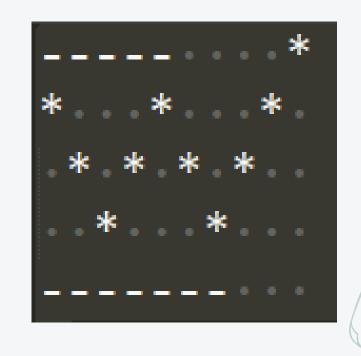








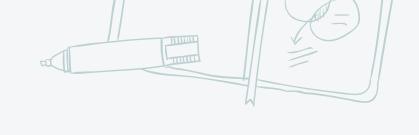
5 7 3 1 d



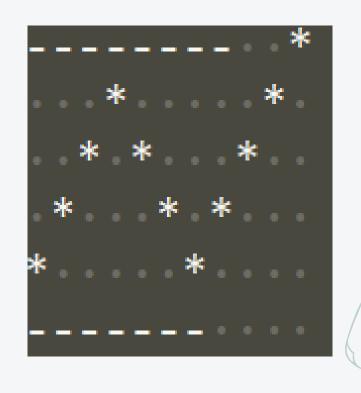




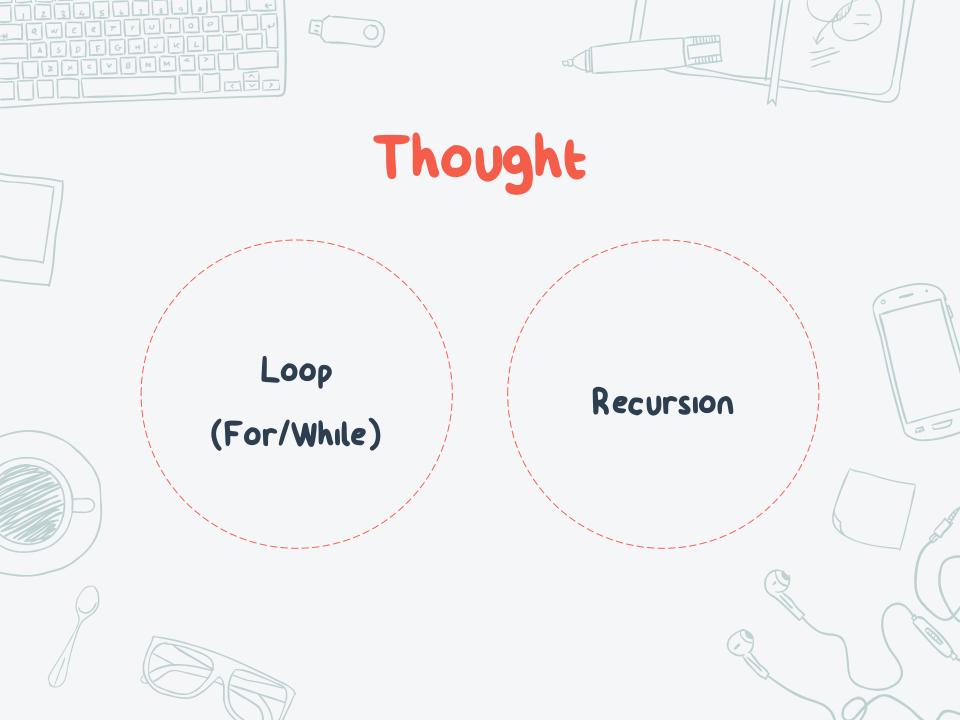




8 7 4 4 u









Recursive Way

```
void up(int i, int j)
    if(i>1){
        // Changing i, j to correct position
        i--;
        j++;
        board[i][j]='*';
        up(i,j);
    else if(j>=ceiling)
        board[i-1][j+1]='*';
    else
        down(i,j);
```

You can implement down() by yourself





<Case 1> Ceiling

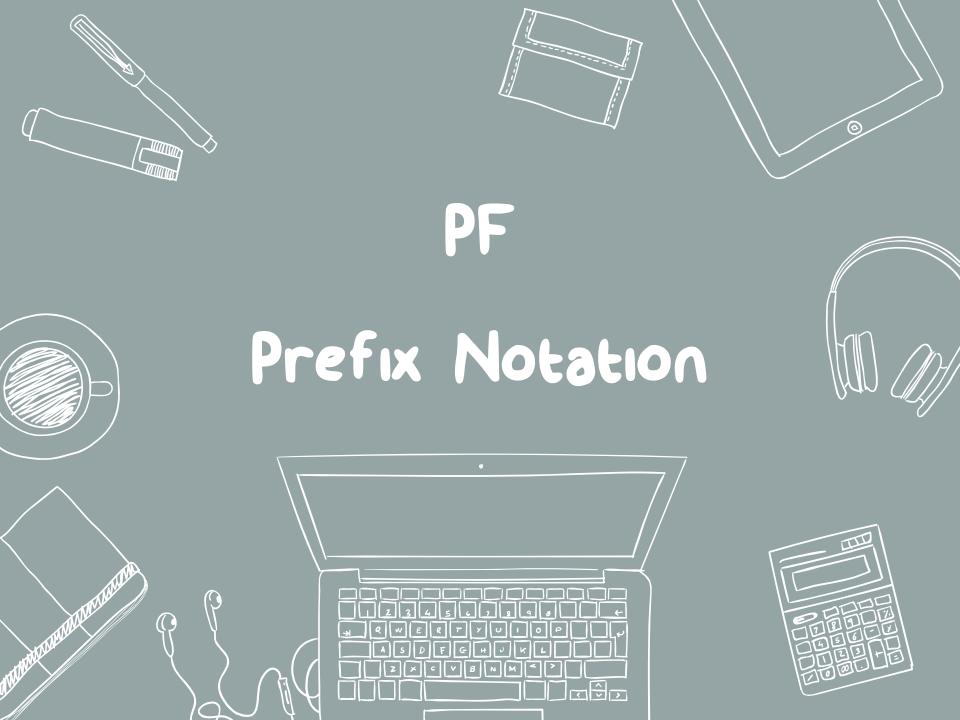
<Case 2> Floor

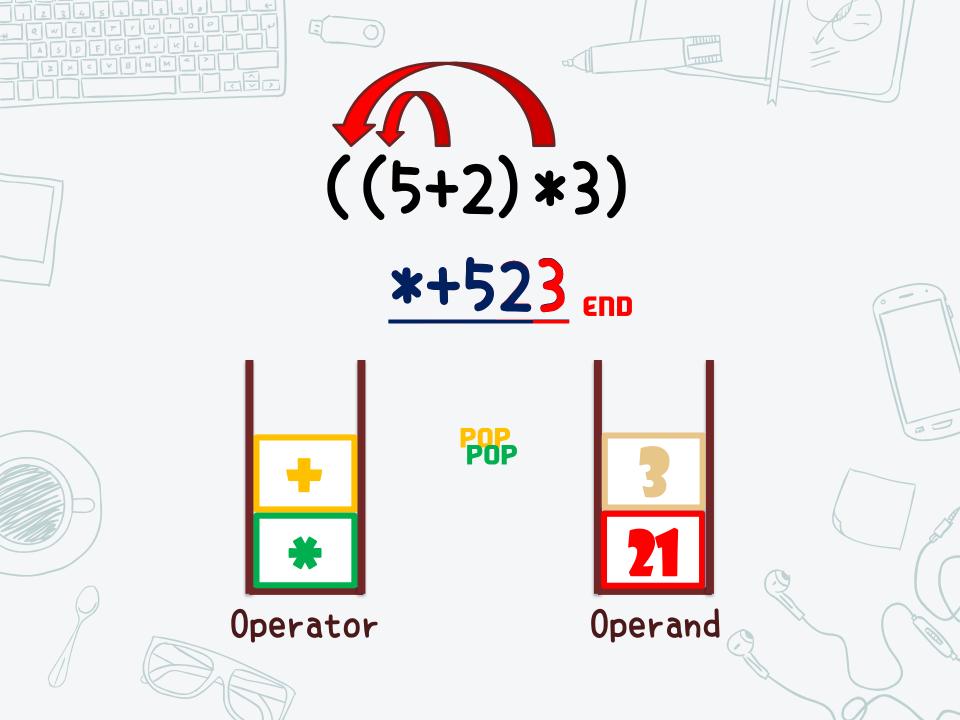
<Case 3> End of Shooting star















```
int calculate(void)
    int c;
    int ans;
    int op1, op2;
    c = getchar();
    if (isspace(c)) {
        ans = calculate();
    } else if (c=='+') {
        op1 = calculate();
        op2 = calculate();
        ans = op1 + op2;
    } else if (c=='-') {
        op1 = calculate();
        op2 = calculate();
        ans = op1 - op2;
```

```
else if (c=='*') {
    op1 = calculate();
    op2 = calculate();
    ans = op1 * op2;
} else if (c=='/') {
    op1 = calculate();
    op2 = calculate();
    ans = op1 / op2;
} else if (isdigit(c)) {
    //ungetc(c, stdin);
    //scanf("%d", &ans);
    ans = c - '0';
return ans;
```





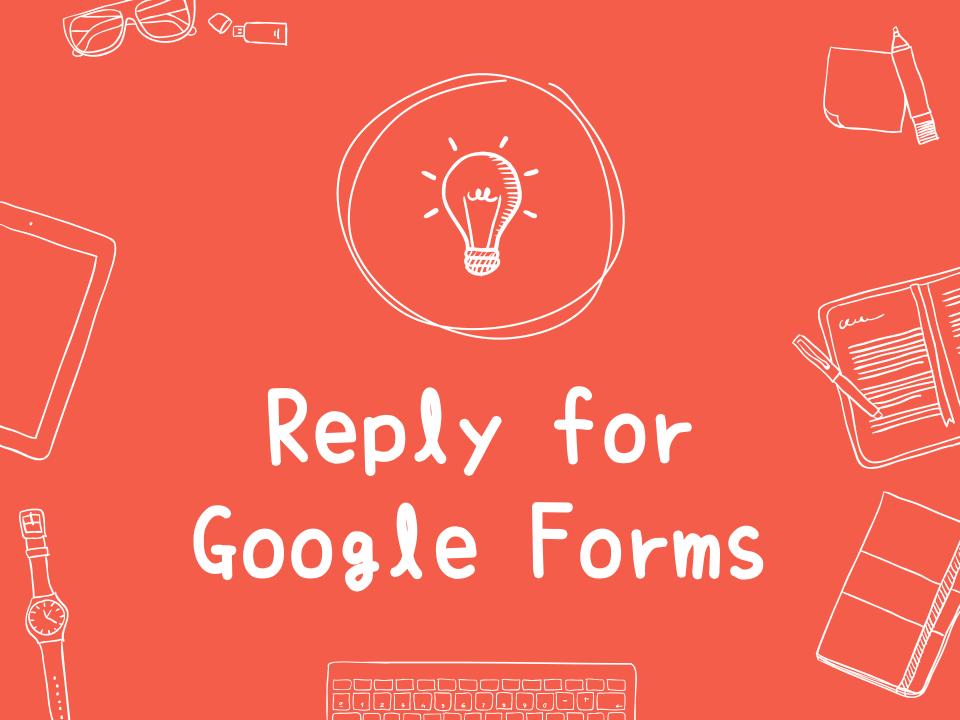




Cal()
$$\rightarrow \alpha \beta 1 = Cal() \rightarrow \beta p1 = Cal() \rightarrow 5$$

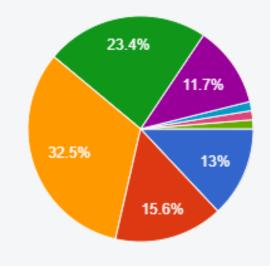
op2 = Cal() $\rightarrow \beta p2 = Cal() \rightarrow 2$
ans = op1*op2 $\rightarrow \alpha \beta 1 = op1+op2 \rightarrow 7$
return ans return ans







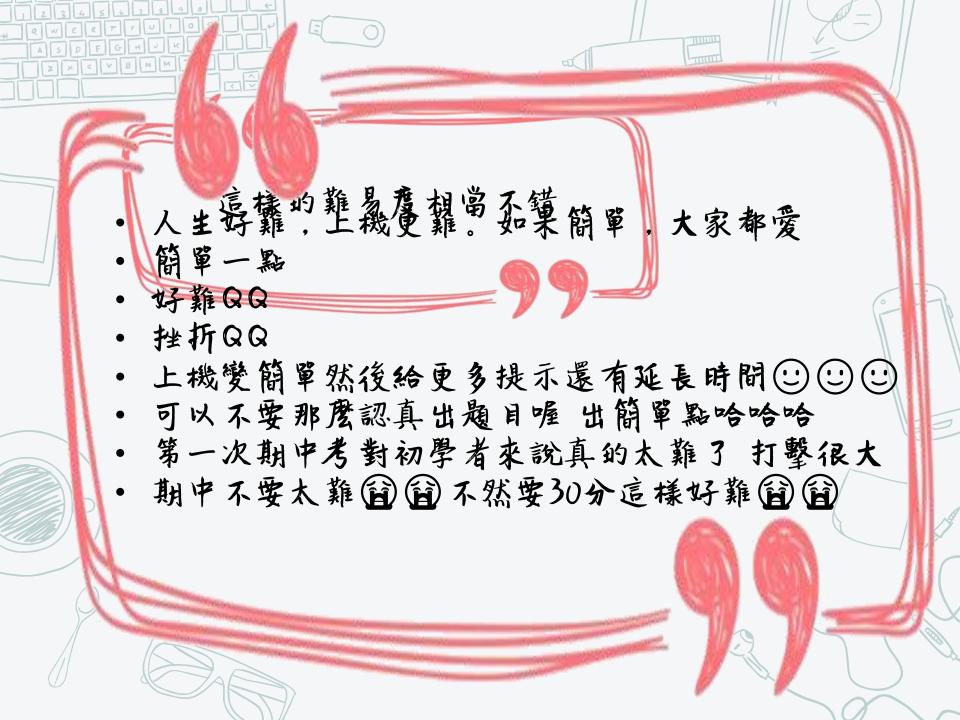
覺得現在Lab的難易程度

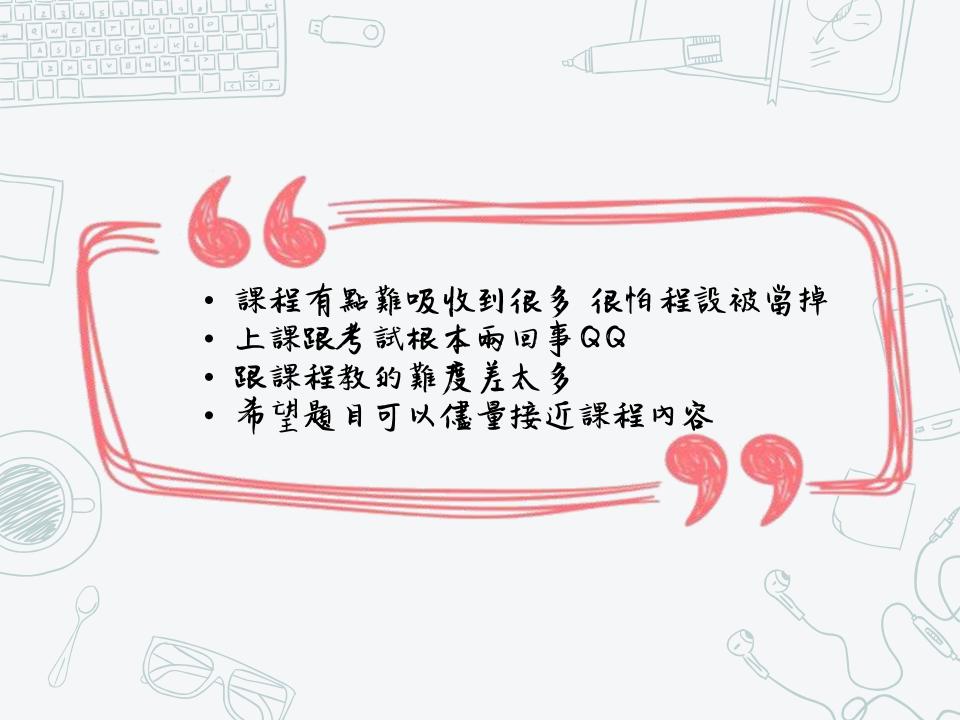


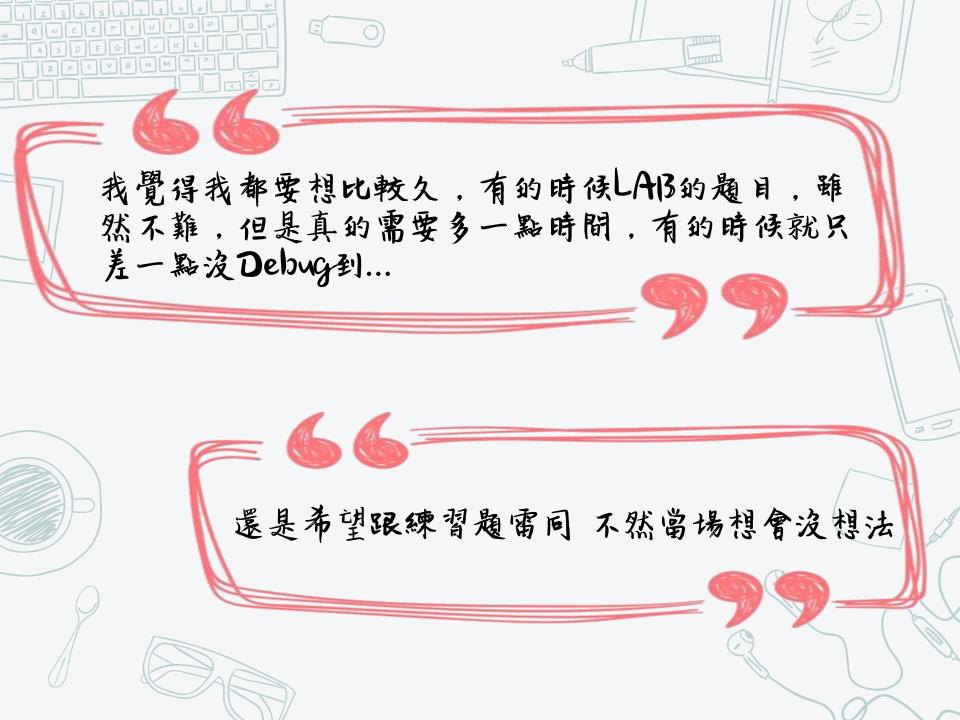
- ─ 一塊小蛋糕 (常常AC或差一兩筆就選 這個吧不用謙虚)
- 給我多點時間我一定打得出來
- 題目還行但當場我發揮的不好。
- 有一兩題我一點想法都沒有
- 超難......我只能看著螢幕發呆....
- 有些題目有些想法,但不知道該怎麼 打會比較好,有些沒想法的題目想...
- 遞迴太難根本不知道怎麼寫Q
- 我喜歡蛋糕啦但程設好難

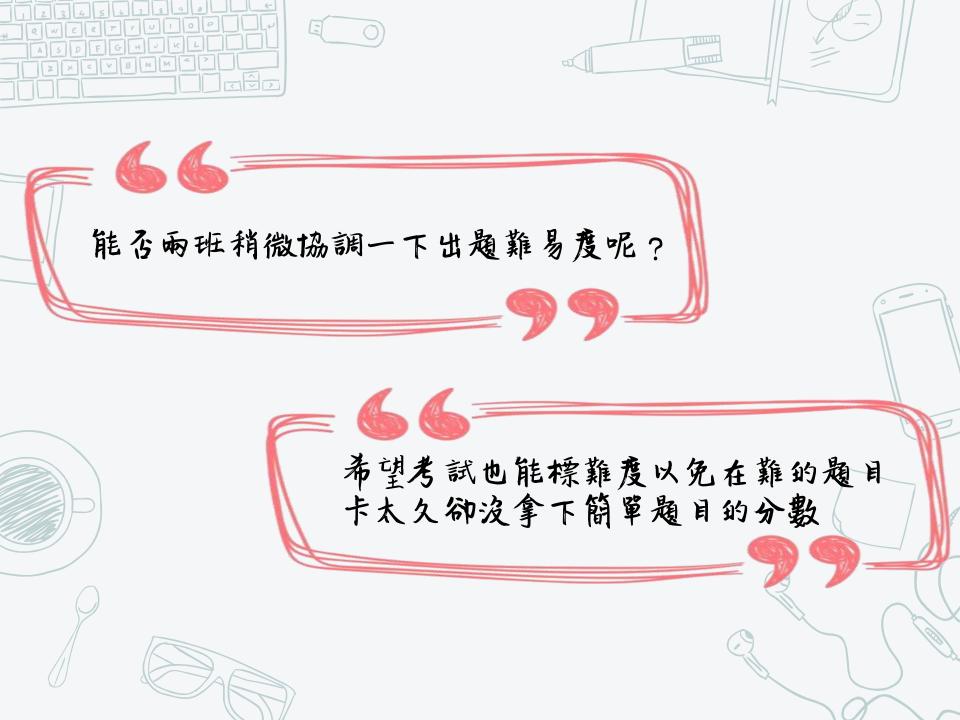


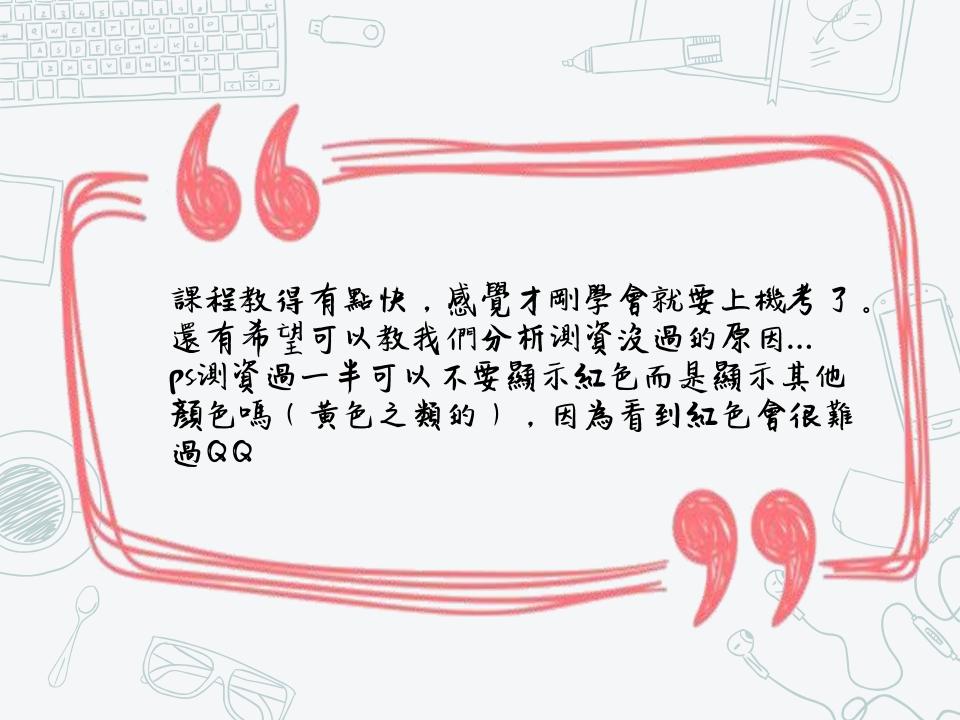


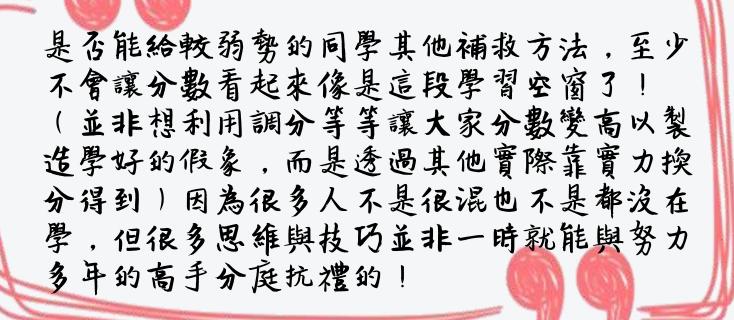




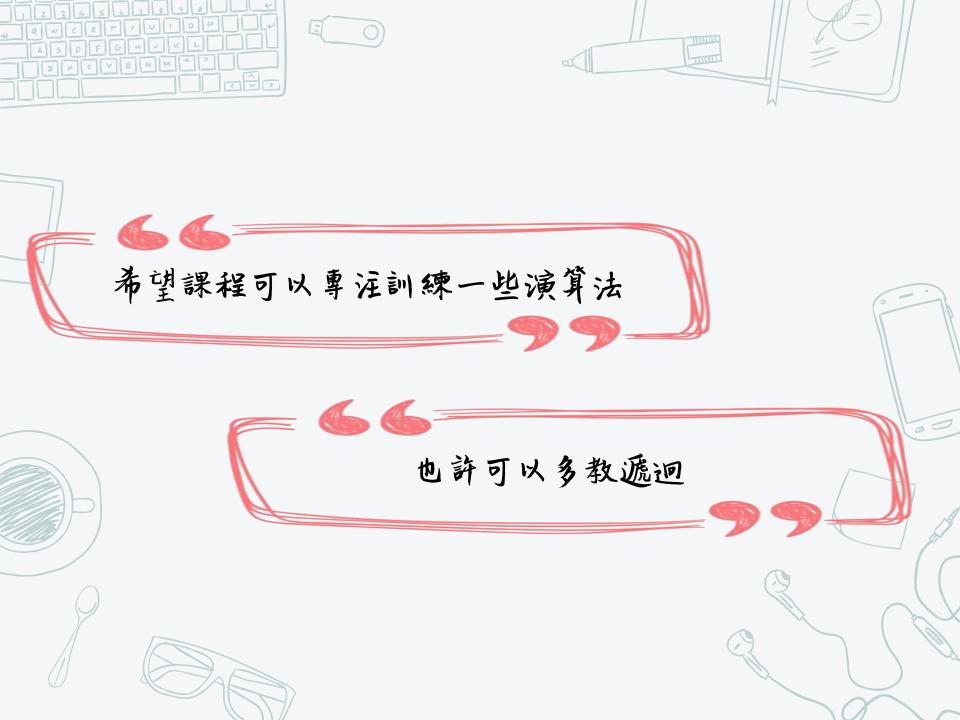


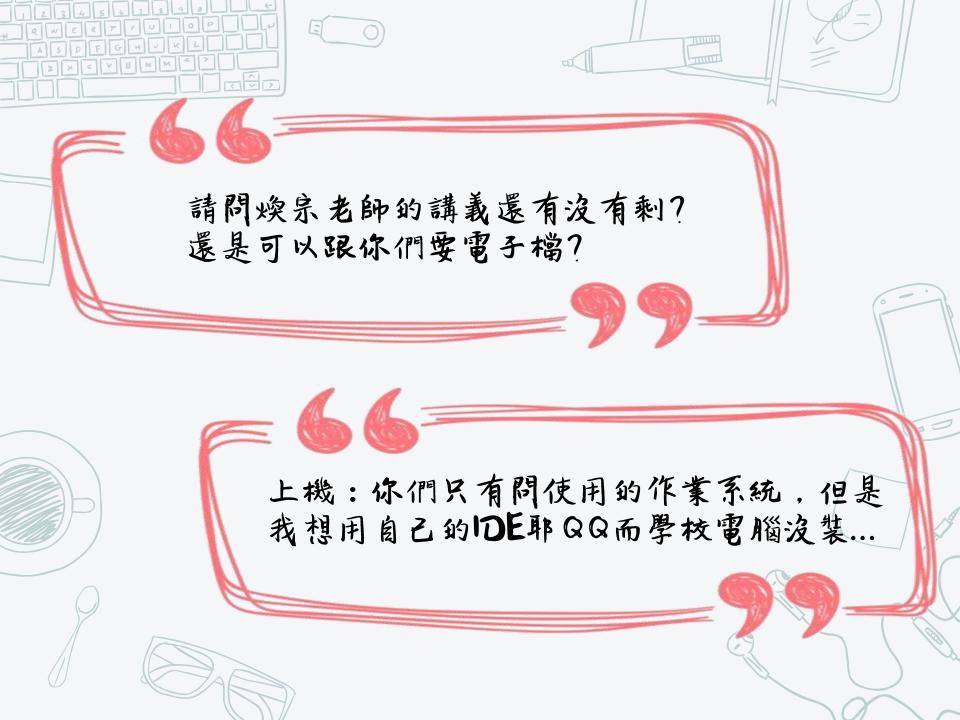


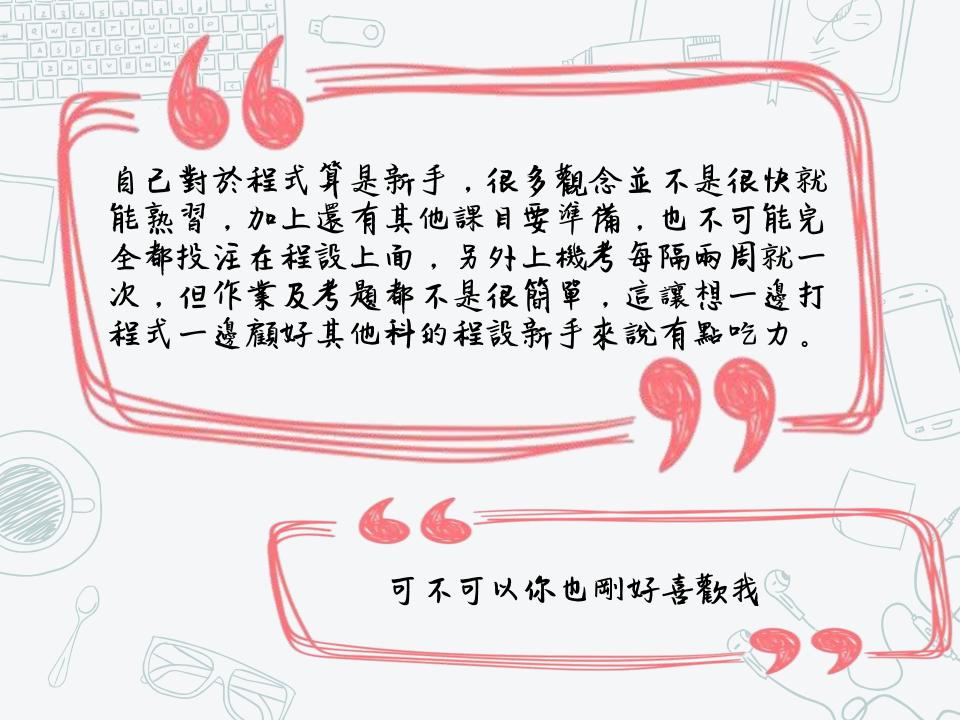




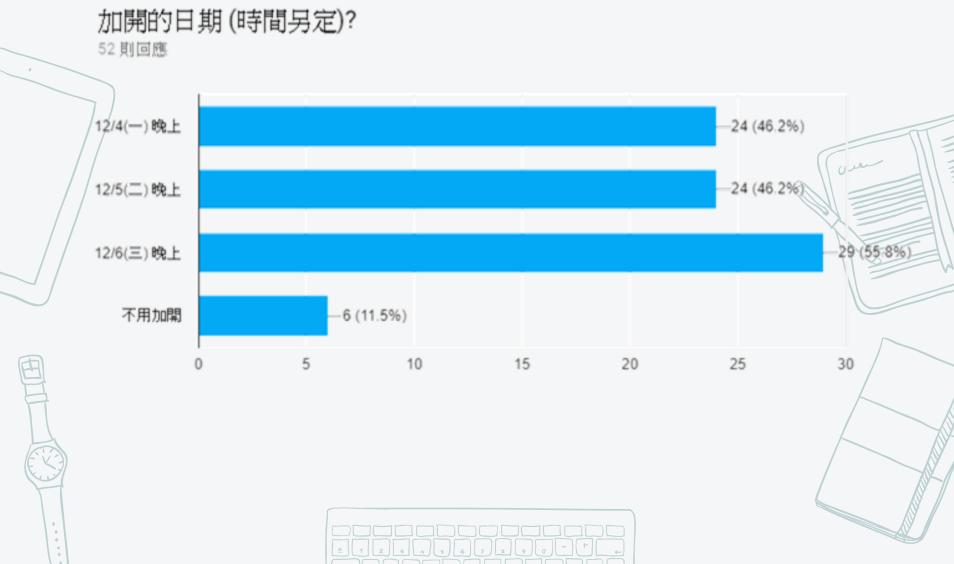
希望多給點提示





















Any questions?







