

Project 2: Goodland Electricity

Submission time: around 11:25 pm. 4/19/2017

Account: shengwei_peng

Algorithm Idea: start from a city C_i (equal to current + dis where current start from 0) which will cover the neighboring city if it has a tower. If the city does not have a tower then check the previous one, which is C_{i-1} , loop until find a tower and start from that. Then, check the next city, the length should be current city plus cover range plus k. In addition to it, we should have conditions that treat for special case like if the next pointing city is out of the list and others. If no tower found, then return -1.

Algorithm explanation:

variable:

n: stands for city

k: stands for range

a[]: list to store city element

dis: cover range

count: count the tower switch on

current: current city

First scan the value for **n** and **k**

Then scan and copy the rest of elements into list **a** → (time and space : $O(n)$ and n)

Set **dis** = $k - 1$, Since the cover range include the city itself

Set **count** to 0

current starts from 0

While **current** < **n**

 set **temp** = **dis**

 If the next city, which need to be checked, is over the list range, → **relocate if out of list**

 then set position to the last city of the list

 while next city, which need to be checked, has no tower and the pointing city no out of list

 go back and check the previous one city → **if no city, find one in previous**

 if "all city has no tower" or "it goes back and point to the last tower which has switch on and the next city has no tower" → **(two failure cases)**

 set **count** = -1 and break

 else

 tower **count** should add 1

 set current to next pointing city where **current** += **temp** + **k**

close while loop

print **count** value

for the part above, the worst case will be $O(n)$ and since it accesses the list and do the calculation, it doesn't take much space

