

Algorithm + Specification

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B3 Task Munir Abood "Gambling"

spec

(1)

Specification: Input: $N[1..] \in \mathbb{N}$, $T[1..N] \in \mathbb{N}$ output: count $\in \mathbb{N}$

Precondition: -

Postcondition:

$$\text{count} = \sum_{i=1}^{\text{length}(N)} 1$$

Pattern: Counting

Algorithm:

Pattern	Task	
$\text{length}(x)$	$\rightarrow N$	
count	$\rightarrow \text{count}$	
$x[i]$	\rightarrow integers between 1 and N	
$A(x[i])$	$\rightarrow i \rightarrow N$	

count = 0	
$i = 1 \dots \text{length}(x)$	
$A(x[i])$	
T	F
count = count + 1	-

spec

(2)

Specification: Input: $N[1..] \in \mathbb{N}$ Output: index $\in \mathbb{N}$, ~~maxVal~~ maxVal $\in \mathbb{N}$ Precondition: $\text{length}(N) > 0$ Postcondition: $1 \leq \text{index} \leq \text{length}(N)$ and $\forall i (1 \leq i \leq \text{length}(N)) : x[\text{index}] \geq x[i]$ and $\text{maxVal} = \text{max}(x[i])$.

$$(\text{max index}, \text{MaxVal}) = \text{max}_{i=1}^{\text{length}(N)} (x[i])$$

Pattern: Maximum Selection

Algorithm

Pattern	Task	
$\text{length}(x)$	$\rightarrow N$	
maxVal	$\rightarrow \text{maxcount}$	
index	$\rightarrow i$	
$\text{max}(x[i])$	$\rightarrow \text{max}(\text{count}[i])$	

Maxindex = 1	
MaxVal = maxcount 0	
$i = 2 \dots \text{length}(x)$	
count > maxVal	
T	F
index = i	
maxVal = count[i]	

Code:

```
using System;
using System.Collections.Generic;

namespace b3_code
{
    internal class Program
    {
        static void Main(string[] args)
        {
            string input = Console.ReadLine();
            string[] data = input.Split(' ');

            int N = int.Parse(data[0]);
            int M = int.Parse(data[1]);
            int[] T = new int[N];

            for (int i = 0; i < N; i++)
            {
                T[i] = Convert.ToInt32(Console.ReadLine());
            }

            int maxcount = 0;
            int count = 0;

            List<int> NonDuplicates = new List<int>();

            for (int i = 0; i < N; i++)
            {
                count = 0;

                for (int j = 0; j < N; j++)
                {
                    if (T[i] == T[j])
                    {
                        count++;
                    }
                }

                if (count > maxcount)
                {
                    maxcount = count;
                }
            }
        }
    }
}
```

```
    }

    for (int i = 0; i < N; i++)
    {
        count = 0;

        for (int j = 0; j < N; j++)
        {
            if (T[i] == T[j])
            {
                count++;
            }
        }

        if (count == maxcount && !NonDuplicates.Contains(T[i]))
        {
            Console.WriteLine($"{i + 1} {T[i]} {count}");
            NonDuplicates.Add(T[i]);
        }
    }
}
```