```
4 0221 0 \rightarrow 0\oplus2

1 1 \rightarrow 6\Rightarrow i=L \rightarrow R-1

2 \rightarrow R [2,2] (5,4]

0 \Rightarrow (2,2] (5,4]

0 \Rightarrow (2,2] (5,4]

0 \Rightarrow (2,2] (5,4]

0 \Rightarrow (2,2] (4,4)

1 (0 \Rightarrow 2) \Rightarrow 1 (1,1] (2,4]

(0 \Rightarrow 2) \Rightarrow 1 (2,4)

(1 \Rightarrow 3) (2,4)

(2 \Rightarrow 4) (2 \Rightarrow 4) (3 \Rightarrow 4) (4 \Rightarrow 6) \Rightarrow 1 (4 \Rightarrow 6) (5 \Rightarrow 1) \Rightarrow 1 (5 \Rightarrow 1) \Rightarrow 1 (6 \Rightarrow 2) \Rightarrow 1 (7 \Rightarrow 3) (8 \Rightarrow 4) (9 \Rightarrow 1) (1 \Rightarrow 1)
```

```
main
                                              mystery (int ACICICI, int L, int R)
    int n A[25](25) ~
       scanf ( , n )
                                                    if L==R
                                4 0221
       for i=1 > h
                                                       return;
                                                    for (i=L; iZR; i++)
       { scanf("1.1d", & bouff)
                                                       mystery (A, L,i)
        A Fi ) (i) [buff] = 1 }
                                                       ~ (A, i+1, R)
       mystery (A,1,n)
                                                        if ( A[L][i][0] ==1)
                                                            if (A[i+1](R][0] == 1]
      L=1 R=4
                                                            if (A(i+1)[P][1] ==1]
        for in
                                0 0 (202) (0 1)
      L,i > L = 1 i-1 return
                                                            if(A[i+1][R][2] ==17
                               (0 G2) (2 H 1)
      it, R > i+1=2 R=4
                               ((OB2)B2)B1
                               (0 (2() 2)) (D) 1
             L,i → L=2 i=2
                                A[3][8][6] • ?
                                      (1):? A(4)(4)(0)
            i+1, R → L= 3 , R=4 €
                                                   517 -> A(3)(4)(2) = 1
                    L, i > L=3, i=3 return
                    1+1,R -> L=4 , R=4 return
```

```
D:\Document\Uni\CPE212\Lab4\0004Take2.exe
    4 0221
    *1
*3[3,4];; [3,3]-[4,4]; 2 + 1 = 2
(2) [3,4];;[3,3] [4,4];0 + 0 = 0
(1) **3[2,4];; [2,2]-[3,4]; 2 + 0/2 = 1
(2)[2,4];;[2,2] [3,4];0 + 0 = 0
**2
    *2[2,3];; [2,2]-[3,3]; 2 + 0/2 = 1
    [2,3];;[2,2] [3,3];0 + 0 = 0
**2[2,4];; [2,3]-[4,4]; 1 + 1/2 = 1
    [2,4];;[2,3] [4,4];0 + 0 = 0
**3[1,4];; [1,1]-[2,4]; 0 + 1 = 1
    [1,4];;[1,1] [2,4];1 + 0 = 0
**1
*2
    *1[1,2];; [1,1]-[2,2]; 0 + 2 = 0
    [1,2];;[1,1] [2,2];1 + 0 = 1
    *3[3,4];; [3,3]-[4,4]; 2 + 1 = 2
    [3,4];;[3,3] [4,4];0 + 0 = 0
**3[1,4];; [1,2]-[3,4]; 0 + 2 = 0
    [1,4];;[1,2] [3,4];1 + 0 = 1
**2
*3
    *2[2,3];; [2,2]-[3,3]; 2 + 0/2 = 1
    [2,3];;[2,2] [3,3];0 + 0 = 0
**2[1,3];; [1,1]-[2,3]; 0 + 1 = 1
    [1,3];;[1,1][2,3];1+0=0
    **1
    *2
    *1[1,2];; [1,1]-[2,2]; 0 + 2 = 0
    [1,2];;[1,1] [2,2];1 + 0 = 1
**1[1,3];; [1,2]-[3,3]; 0 + 2 = 0
```

4 0221