```
class Program
        static void Main()
             int k = int.Parse(Console.ReadLine());
             int n = int.Parse(Console.ReadLine());
             int len = 0;
             int lastBit = -1;
             int dancingBitsCount = 0;
             for (int i = 0; i < n; i++)
                 int num = int.Parse(Console.ReadLine());
                 // Skip the leading zeroes in num
int firstNonZeroBit = 0;
                 for (int bitNum = 31; bitNum >= 0; bitNum--)
                      int currentBit = (num >> bitNum) & 1;
                      if (currentBit == 1)
                          firstNonZeroBit = bitNum;
                          break:
                      }
                 }
                 // Process the digits of num (without the leading zeroes)
                 for (int bitNum = firstNonZeroBit; bitNum >= 0; bitNum--)
                      int currentBit = (num >> bitNum) & 1;
                      if (currentBit == lastBit)
                          // The current bits continues the last sequence
len++;
                      else
                          // The sequence is changed --> start a new sequence if (len == k)
                               dancingBitsCount++;
                          len = 1;
                      lastBit = currentBit;
                 }
             }
             // Check the last sequence
if (len == k)
             {
                 dancingBitsCount++;
             }
             Console.WriteLine(dancingBitsCount);
        }
    }
using System;
namespace Problem_5_Lines
    class Program
```

```
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static void Main()
    // Read the input numbers
    int num0 = Int32.Parse(Console.ReadLine());
    int num1 = Int32.Parse(Conso]e.ReadLine());
    int num2 = Int32.Parse(Console.ReadLine());
    int num3 = Int32.Parse(Console.ReadLine());
    int num4 = Int32.Parse(Console.ReadLine());
    int num5 = Int32.Parse(Console.ReadLine());
    int num6 = Int32.Parse(Console.ReadLine());
    int num7 = Int32.Parse(Console.ReadLine());
    int bestLen = 0;
    int bestCount = 0;
    // Check all horizontal lines
    for (int row = 0; row <= 7; row++)
        int rowBits = 0;
        switch (row)
            case 0: rowBits = num0; break;
            case 1: rowBits = num1; break;
case 2: rowBits = num2; break;
            case 3: rowBits = num3; break;
            case 4: rowBits = num4; break;
            case 5: rowBits = num5; break;
            case 6: rowBits = num6; break;
            case 7: rowBits = num7; break;
        }
        int len = 0;
        for (int col = 0; col <= 7; col++)
            int cell = (rowBits >> col) & 1;
            if (cell == 1)
            {
                 len++;
                 if (len > bestLen)
                     bestLen = len;
                     bestCount = 0;
```

```
len = 0;
}

// Check all vertical lines
for (int col = 0; col <= 7; col++)

int len = 0;
for (int row = 0; row <= 7; row++)

int rowBits = 0;
switch (row)

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```

else

if (len == bestLen)

bestCount++;

```
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                     {
                           case 0: rowBits = num0; break;
                           case 1: rowBits = num1; break;
                           case 1: rowBits = num1; break;
case 2: rowBits = num2; break;
case 3: rowBits = num4; break;
case 4: rowBits = num4; break;
case 5: rowBits = num6; break;
case 6: rowBits = num6; break;
                           case 7: rowBits = num7; break;
                     }
                      int cell = (rowBits >> col) & 1;
                      if (cell == 1)
                           len++;
                           if (len > bestLen)
                                 bestLen = len;
                                 bestCount = 0;
                           if (len == bestLen)
                                 bestCount++;
                     élse
                      {
                           len = 0;
                }
           }
          // Check for the special case when the largest cell has size 1x1 if (bestLen == 1)
           {
                 // Cells with size 1x1 were counted twice --> recalculate them
                bestCount = bestCount / 2;
           Console.WriteLine(bestLen);
           Console.WriteLine(bestCount);
     }
}
```

}