Started on	Saturday, 9 November 2024, 6:38 PM
State	Finished
Completed on	Saturday, 9 November 2024, 6:53 PM
Time taken	15 mins 8 secs
Grade	**10.00** out of 10.00 (**100**%)

Question **1**

Correct

Mark 10.00 out of 10.00

Playing with Numbers:

Ram and Sita are playing with numbers by giving puzzles to each other. Now it was Ram term, so he gave Sita a positive integer 'n' and two numbers 1 and 3. He asked her to find the possible ways by which the number n can be represented using 1 and 3.Write any efficient algorithm to find the possible ways.

Example 1:

Input: *6*
Output:*6*
Explanation: *There are 6 ways to 6 represent number with 1 and 3*

1+1+1+1+1+1
3+3
1+1+1+3
1+1+3+1
1+3+1+1
3+1+1+1

Input Format

First Line contains the number n

Output Format

Print: The number of possible ways 'n' can be represented using 1 and 3

Sample Input

6

Sample Output

6

Answer: (penalty regime: 0 %)

```c
#include <stdio.h>

long count(int n){
    long dp[n+1];

    dp[0]=1;
    for(int i=1 ; i<=n ; i++){
        dp[i] = 0;
        if(i-1 >= 0)
            dp[i] += dp[i-1];
        if(i-3 >= 0)
            dp[i] += dp[i-3];
    }
    return dp[n];
}

int main(){
    int n;
    scanf("%d",&n);
    printf("%lu",count(n));
}
```

	Input	Expected	Got	
✔	6	6	6	✔
✔	25	8641	8641	✔

	Input	Expected	Got	
✔	100	24382819596721629	24382819596721629	✔

Passed all tests! ✔

Correct

Marks for this submission: 10.00/10.00.

◄ 5-Implementation of Quick Sort

Jump to...

2-DP-Playing with chessboard ►