

Assignment3

1. Dodging bullets

Description:

Cirno is addicted to playing STG. (A kind of game that player need to control a character dodging(闪避) bullets). Now consider the screen is a $n*m$ grid. There will be k bullets on the screen which will fly in straight line. A point that won't be touched by all the bullets is a safe point. Now Cirno need you to write a program to tell there are how many safe points. (start point of bullets is not safe point)

Input:

The first line has 3 integer n , m and k , represent the size of screen and the number of bullets. Then there will be follows by k lines. Each line has 4 integers, first two integers represent the start point of this bullet and the last two integers is the direction of this bullet in vector form. The directions have only 8 possibility: $(0,1)$, $(1,1)$, $(1,0)$, $(1,-1)$, $(0,-1)$, $(-1,-1)$, $(-1,0)$ and $(-1,1)$.

Output:

Print one integer represent the number of safe points.

Sample:

```
3 4 5
1 1 1 -1
1 1 -1 1
0 3 1 0
0 2 1 0
0 0 -1 -1
3
```

2. Spiral array

Description:

Given two integers m , n , generate a $m*n$ matrix filled with elements from 1 to $m*n$ in anticlockwise spiral order, starting from the top right corner.

Input:

The input is two integers m , n .

Output:

The $m*n$ spiral matrix as the sample.

Sample Input and Output:

input			
4	3	2	1
5	14	13	12
6	15	16	11
7	8	9	10

output			
5	3		
3	2	1	
4	13	12	
5	14	11	
6	15	10	
7	8	9	

3. Download (with [wget](#))

<http://www.unicode.org/Public/8.0.0/ucd/Blocks.txt>

- 1) Define a suitable structure to load all this in an array (size 300 is big enough)
- 2) Write a function to search this array when provided with a Unicode value, and a small test program.

You are provided with code that does Unicode/UTF-8 conversions

Read a file from the standard input - that means that your program will be called like this:

```
./your_program < name_of_file_to_analyze
```

Your program must display on the standard output the name of the block to which most characters belong (there may be characters from different blocks)