
Algorithmen und Wahrscheinlichkeit

Programming Exercises 1

Exercise 1 – *Roulette*

You are in a casino and would like to play a game of roulette. The roulette wheel consists of n slots with, not necessarily different, numbers written on it. The rules of the game are such that a ball is placed on a slot (does not matter which one), the wheel is spun and you *win* the game if the ball lands on a slot with number 0 written on it. The wheel is *fair* in a sense that every time it is spun the ball has equal chance to land on any of the n slots.

Your task is to calculate the probability p that after spinning the wheel m times you win at least k consecutive games.

Input The first line of the input file contains an integer $1 \leq t \leq 40$ denoting the number of test cases that follow. Each of the t test cases is described as follows.

- It starts with a line containing three integers $n \ m \ k$, separated by space, denoting the number of slots on the wheel, the number of times the wheel is spun, and the number of consecutive wins you are interested in, respectively, such that $1 \leq n \leq 100, 1 \leq m \leq 100$ and $1 \leq k \leq m$.
- The next line contains n numbers $v_1 v_2 \dots v_n$, separated by space, which denote the numbers written on the roulette wheel and such that $0 \leq v_i \leq 2^{30}$ for all $i \in \{1, \dots, n\}$.

Output For each test case output one line containing the probability p rounded to 7 decimal places. You should round your result with the following piece of code:

```
DecimalFormat df = new DecimalFormat("0.0#####");  
df.setRoundingMode(RoundingMode.HALF_DOWN);  
System.out.println(df.format(3.5)); // Replace 3.5 with your desired double
```

Hint The problem can be solved using dynamic programming.

Sample Input

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

Sample Output

```
1.0  
0.0  
0.037037  
0.2962963  
0.104
```