**Char to Int (but not in ASCII :D )**

**We make :**

**Cout << ( n[2] – ‘0’ ) ;**

**Means that we retrieve from it the value 48:**

**‘5’ – ‘0’ = 5**

**Think MATHEMATICALLY**

**Instead of BForce**

In the example of [the matrix](https://codeforces.com/group/5pUldkahAU/contest/510058/problem/T) you have:

0 0 0 0 1

0 0 0 0 0

0 0 0 0 0

0 0 0 0 0

0 0 0 0 0

**[0,4]** is the index of

You want **1** to achieve **[2,2]** , so why looking for ~~Swapping elements~~?

Instead of calculating the **Manhattan distance ?**

I mean : **[ 0 , 4 ] – [ 2 , 2 ] = [ 2 , 2 ]**

It just needs a lil bit of insight :

Moves = **abs(** 2 – *row\_pos\_of\_1* **) + abs(** *2 – col\_pos\_of\_1* **)**

*ALWAYS FIND A FORMULA !*

**Working in parallel**

If *i objects* working in parallel, the **result** is always written like:

R = 1/a + 1/b + …. + 1/i

The **result** is **1/R**

Example:

* How much, N taps filling a tank **at the same time** ?
* How much time, for painters that paint **at same time**

**MIN , MAX and The index of a value**

To return the **min** of an array:

min\_of\_arr = **\*min\_element(** arr , arr+n )

To return the **max** of an array:

min\_of\_arr = **\*max\_element(**arr , arr+n)

to return **the index** of a value in the array : **distance( iter0 , iter1)**

index\_of\_min = **distance(** arr , *min\_element(* arr , arr +n *)*  **)**

**IMPORTANT:**

* *distance()* on accepts **ITERATORS** not values !
* *min\_element()* **DOES NOT** return values , so we should **ADD \***