002-Josephus Permutation

Difficulty: Medium Expect Time: 15min Author: yhchen

In computer science and mathematics, the Josephus problem (or Josephus permutation) is a theoretical problem related to a certain counting-out game.

Here's the basic scenario:

- 1. There are n people (numbered from 1 to n) standing in a circle.
- Starting from a person numbered 1, count around the circle and eliminate every k-th person from the circle, until only
 one person remains.

The process can be described as follows:

- 1. Start with a circle of n people, numbered from 1 to n.
- 2. Start from numbered 1, counting k people (including the person you start counting from).
- 3. Eliminate the k-th person from the circle.
- 4. Continue the process from the next person after the eliminated one.
- 5. Repeat steps 2-4 until only one person remains.

For example, given n = 8 and k = 2, because we want to find the number of the last person, a total of 7 eliminations will be performed. The table below shows the people removed in each round.

Round	Has Not been removed	Removed in this round
0	1, 2, 3, 4, 5, 6, 7, 8	
1	1, 3, 4, 5, 6, 7, 8	2
2	1, 3, 5, 6, 7, 8	4
3	1, 3, 5, 7, 8	6
4	1, 3, 5, 7	8
5	1, 5, 7	3
6	1, 5	7
7	1	5

After 7 eliminations, the last remaining person is number 1.

Input

- 1. Please implement the function <u>permutation</u> in <u>solution.h</u>.
- 2. The input for the problem will be handled by the provided code.
- 3. The Online Judge will replace the following files:
 - a) main.cpp
- 4. The following files are part of the test cases of Online Judge. Please copy the contents of the following file into main.cpp for testing.
 - a) <u>case1.h</u>
 - b) <u>case2.h</u>
- 5. Input range
 - a) n Indicates how many people there are in total
 - k Determine which person to eliminate in each round.
 - b) $100 \le n \le 3000$
 - c) $2 \le k \le 300$
 - d) n > k

Output

- 1. Please DON'T print any data to STDOUT.
- 2. The output for the problem will be handled by the provided code.
- 3. The sample output and the corresponding input files are shown below:
 - a) out001.txt corresponds to case1.h
 - b) out002.txt corresponds to case2.h