8/11/2020 USACO

USA Computing Olympiad

OVERVIEW

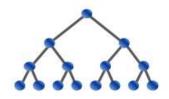
TRAINING

CONTESTS

HISTORY

STAFF

Resources



USACO 2016 DECEMBER CONTEST, BRONZE PROBLEM 3. THE COW-SIGNAL

Return to Problem List

Contest has ended.

Submitted; Results below show the outcome for each judge test case * * * * * 28.6mb 28.1mb 28.4mb 28.1mb 27.5mb 26.8mb 27.2mb 28.5mb 28.2mb 25.6mb 10 154ms 159ms 150ms 153ms 146ms 147ms 152ms 143ms 172ms

English (en)

Bessie and her cow friends are playing as their favorite cow superheroes. Of course, everyone knows that any self-respecting superhero needs a signal to call them to action. Bessie has drawn a special signal on a sheet of $M \times N$ paper ($1 \le M \le 10, 1 \le N \le 10$), but this is too small, much too small! Bessie wants to amplify the signal so it is exactly K times bigger ($1 \le K \le 10$) in each direction.

The signal will consist only of the '.' and 'X' characters.

INPUT FORMAT (file cowsignal.in):

The first line of input contains M, N, and K, separated by spaces.

The next M lines each contain a length-N string, collectively describing the picture of the signal.

OUTPUT FORMAT (file cowsignal.out):

You should output KM lines, each with KN characters, giving a picture of the enlarged signal.

SAMPLE INPUT:

5 4 2

XXX.

x..x

XXX.

X..X

SAMPLE OUTPUT:

xxxxxx..

xxxxxx..

xx...xx

xx....xx

XXXXXX..

XXXXXX..

xx...xx

xx...xx

XXXXXX..

xxxxxx..

Problem credits: Nathan Pinsker

Language: C

Source File: Choose File No file chosen

Submit Solution

Note: Many issues (e.g., uninitialized variables, out-of-bounds memory access) can cause a program to product different output when run multiple times; if your program behaves in a manner inconsistent with the official contest results, you should probably look for one of

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these issues. Timing can also differ slightly from run to run, so it is possible for a program timing out in the official results to occasionally run just under the time limit in analysis mode, and vice versa. Note also that we have recently changed grading servers, and since our new servers run at different speeds from the servers used during older contests, timing results for older contest problems may be slightly off until we manage to re-calibrate everything properly.