Round 1A 2010

A. Rotate

B. Make it Smooth

C. Number Game

Contest Analysis

Questions asked 1



Submissions

Rotate

11pt | Not attempted 2076/2436 users correct (85%)

12pt Not attempted 1855/2071 users correct (90%)

Make it Smooth

12pt | Not attempted 509/954 users correct (53%)

24pt | Not attempted 319/482 users correct (66%)

Number Game

16pt Not attempted 680/1091 users correct (62%) Not attempted 244/450 users correct (54%)

 Top Scores 	
rng58	100
peter50216	100
cgy4ever	100
rem	100
XiaoZiqian	100
qizichao	100
exod40	100
GarnetCrow	100
hos.lyric	100
ACRush	100

Problem B. Make it Smooth

This contest is open for practice. You can try every problem as many times as you like, though we won't keep track of which problems you solve. Read the Quick-Start Guide to get started.

Small input 12 points

Practice Mode

Solve B-small

Large input 24 points

Solve B-large

Problem

You have a one-dimensional array of N pixels. Each pixel has a value, represented by a number between 0 and 255, inclusive. The distance between two pixels is the absolute difference of their numbers.

You can perform each of the following operations zero or more times:

- 1. With cost **D**, delete any pixel, so its original neighbors become neighboring pixels.
- 2. With cost I, insert one pixel of any value into any position -- either between two existing pixels, or before the first pixel, or after the last pixel.
- 3. You can change the value of any pixel. The cost is the absolute difference of the old value of the pixel and the new value of the pixel.

The array is *smooth* if any neighboring pixels have distance at most **M**. Find the minimum possible cost of a sequence of operations that makes the array smooth.

Note: The empty array -- the array containing no pixels -- is considered to be smooth.

Input

The first line of the input gives the number of test cases, T. T test cases follow, each with two lines. The first line is in the form "D I M N", the next line contains N numbers a_i : the values of the pixels from left to the right.

Output

For each test case, output one line containing "Case #x: y", where x is the case number (starting from 1), and y is the minimum cost to make the input array smooth.

Limits

All the numbers in the input are integers.

 $1 \le \mathbf{T} \le 100$

 $0 \le D$, I, M, $a_i \le 255$

Small dataset

 $1 \le N \le 3$.

Large dataset

 $1 \leq N \leq 100$.

Sample

Input Output 2			
6 6 2 3 Case #2: 17 1 7 5 100 1 5 3	Input	Output	
	6 6 2 3 1 7 5 100 1 5 3		

Explanation

In Case #1, decreasing the 7 to 3 costs 4 and is the cheapest solution. In Case #2, deleting is extremely expensive; it's cheaper to insert elements so your final array looks like [1, 6, 11, 16, 21, 26, 31, 36, 41, 46, 50, 45, 40, 35, 30, 25, 20, 15, 10, 7].

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