

**OLIMPIADA NAȚIONALĂ DE INFORMATICĂ  
ETAPA JUDEȚEANĂ  
CLASA A -X -A**

**Solutie\_perle\_c\_10**

```
#include <stdio.h>
#define NMAX 10000
int st[2][NMAX+10]; /* 1, 2, 3 e evident si 4, 5, 6 e A, B, C */
int main()
{
    int t,l,v,i;
    int niv[2];
    int valid[2];
    freopen("perle.in","r",stdin);
    freopen("perle.out","w",stdout);
    scanf("%d",&t);
    while (t--)
    {
        scanf("%d",&l);
        if (l == 1)
            {scanf("%d",&v);
             printf("1\n");
             continue;          }
        else
            {
                valid[1] = valid[0] = 1;
                niv[1] = niv[0] = 1;
                st[0][0] = 5;
                st[1][0] = 6;
                while (l--)
                    {
                        scanf("%d",&v);
                        for (i = 0; i < 2; i++) /* trist da doar 2 valori
vreau */
                            {
                                if (valid[i])
                                    {
                                        if (st[i][niv[i]-1] < 4)
                                            {
                                                valid[i] = (st[i][--niv[i]]==v);
                                                continue;
                                            }

                                        if (st[i][niv[i]-1] == 4)
                                            {
                                                niv[i]--;
                                                continue;
                                            }

                                        if (st[i][niv[i]-1]==5)
                                            {
```

```

        if (v == 3) valid[i] = 0;
        if (v == 1)
        {
            niv[i]--;
            st[i][niv[i]++] = 6;
            st[i][niv[i]++] = 4;
            st[i][niv[i]++] = 3;
            st[i][niv[i]++] = 4;
        }
        /* 2-ul e ok :D */
        continue;
    }

    /* e C in stiva */
    if (v == 2) niv[i]--;
    if (v == 1)
    {
        niv[i]--;
        st[i][niv[i]++] = 4;
        st[i][niv[i]++] = 2;
    }
    if (v == 3)
    {
        niv[i]--;
        st[i][niv[i]++] = 6;
        st[i][niv[i]++] = 5;
    }

    }

    if (!niv[i] && 1) valid[i] = 0;
    }
}

printf("%d\n",((!niv[0] && valid[0]) || (!niv[1] && valid[1])));
}

return 0;
}

```

## Solutie\_rj\_10

```
#include <fstream.h>
#define InFile "rj.in"
#define OutFile "rj.out"
#define NMax 102
#define NV 8

int n, m, xr, yr, xj, yj;
int dl[NV]={0, 1, 0, -1, -1, 1, -1, 1};
int dc[NV]={1, 0, -1, 0, -1, 1, 1, -1};
char l[NMax][NMax];
int r[NMax][NMax];

void citire(void);
void afisare(int [NMax][NMax]);
void parcurge (int, int, int[NMax][NMax]);

void main()
{int j[NMax][NMax];
  citire();
  parcurge(xr, yr, r);
  parcurge(xj, yj, j);
  afisare(j);
}

void citire(void)
{
  int i, k;
  char c;
  ifstream f(InFile);
  f>>n>>m;
  for (i=0; i<=n+1; i++) l[i][0]=l[i][m+1]='X';
  for (i=0; i<=m+1; i++) l[0][i]=l[n+1][i]='X';
  f.get(c);
  for (i=1; i<=n; i++)
    {for (k=1; k<=m; k++)
      {f.get(c); l[i][k]=c;
        if (l[i][k]=='R') {xr=i; yr=k; l[i][k]=' ';}
        if (l[i][k]=='J') {xj=i; yj=k; l[i][k]=' ';}
      }
    }
  f.get(c);}
f.close();
}

void parcurge (int x0, int y0, int d[NMax][NMax])
{
  struct Punct {int l, c;} C[NMax*NMax], p;
  int inc=0, sf=0, i, k;
  for (i=0; i<=n+1; i++)
    for (k=0; k<=m+1; k++) d[i][k]=-1;
  C[0].l=x0; C[0].c=y0; d[x0][y0]=1;
  while (inc<=sf)
    {
      p=C[inc++];
```

```

        for (i=0; i<NV; i++)
            if (l[p.l+dl[i]][p.c+dc[i]]==' ' &&
d[p.l+dl[i]][p.c+dc[i]]!=-1)
                {
                    d[p.l+dl[i]][p.c+dc[i]]=1+d[p.l][p.c];
                    C[++sf].l=p.l+dl[i];
                    C[sf].c=p.c+dc[i];
                }
    }

void afisare(int j[NMax][NMax])
{
    ofstream f(OutFile);
    int tmin=NMax*NMax+5, xmin=-1, ymin=-1, i, k;
    for (i=1; i<=n; i++)
        for (k=1; k<=m; k++)
            if (r[i][k]==j[i][k])
                if (r[i][k]<tmin && r[i][k]!=-1)
                    {tmin=r[i][k]; xmin=i; ymin=k;}
    f<<tmin<<' '<<xmin<<' '<<ymin<<endl;
    f.close();
}

```