University of Central Florida

2009 Local Programming Contest

Problems

Problem Name	Filename
KenKen Solver	kenken
Tautobots and Contradicticons	logotron
Pac Man for your New Phone	pacman
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Team Assignment	assign
Walking in the Sun	sunwalk
Lottery Coprimes	coprime
A Constant Struggle	constant
Polygon Restoration	polygon
Balance Point	balance

Call your program file: filename.c, filename.cpp, or filename.java
Call your input file: filename.in

For example, if you are solving Tautobots and Contradicticons:

Call your program file: logotron.c, logotron.cpp, or logotron.java
Call your input file: logotron.in

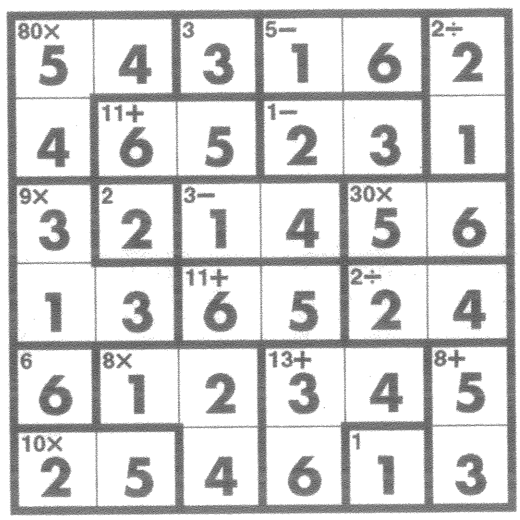
UCF Local Contest — September 5, 2009

KenKen Solver

filename: `kenken`

KenKen is a popular game similar to Sudoku, but more mathematical by nature. The name, loosely translated, means "cleverness squared." Like in Sudoku, you start with an NxN grid, with the rule that each row and column must contain the numbers 1 through N. Furthermore, the grid is split into groups of adjacent cells which contain a number and a mathematical operator (shown by bold lines separating groups). Using the operator, you must place numbers in each group such that when using the operator you get the given number. For example, on a 4x4 grid, given the number 5 and the mathematical operator +, and a group of size 2, you could sum to 5 with the numbers 1 and 4, or with 2 and 3. If the group size was 3, the possible values would be {1,1,3} or {1,2,2}. Note that the order of numbers in the group is not important.

The initial puzzle will not contain any filled cells, and each group will be defined with its number and operator (groups of size 1 contain no operator – these are freebies). The operators used for groups of size greater than 1 are addition (+), subtraction (-), multiplication (*), and division (/). Here is an example of a solved puzzle:



Note that a group may contain the same number more than once, as long as no row or column contains a repeated number.

Groups using subtraction or division will always be of size 2, and no group will contain more than 10 cells.

The Problem:

Given the description of a KenKen board, solve the puzzle. Each puzzle is guaranteed to be solvable and have a unique solution.

The Input:

You will solve several puzzles. Each puzzle will begin with two positive integers $N \leq 9$ (the size of the board) and $G \leq 52$ (the number of groups in the puzzle). This will be followed by N rows, each containing exactly N letters (starting in column 1), describing the groups on the board.

Each group will be assigned an upper or lower case letter ('a-z' or 'A-Z'), and no two groups will have the same letter identifier (but note that 'a' ≠ 'A'). Each group will be defined by an adjacent set of cells of the same letter, where two cells are adjacent if they share a border to the north, east, south, or west (with no wrap-around top-to-bottom or left-to-right). Following this will be G lines (G is the number of groups in the puzzle). Each line will contain the letter of a group, the number of that group, and the operator of that group, each separated by a space. Each of the G input lines will describe a unique group. The group identifiers will be the first G lowercase letters; if $G > 26$, the uppercase letters (starting with A and going in order) will also be used. Each mathematical operator will be '+', '-', '*', '/', or '.' (quotes for clarity), where '.' is used to denote a group which has no operator (for groups of size 1). End of input will be denoted by a puzzle with $N = 0$, and should not be processed.

The Output:

For each puzzle, begin with the line "`KenKen Puzzle #`*X*`:`", with X starting at 1. This should be followed by N lines, each containing exactly N digits, giving the solution to this puzzle. Follow each puzzle with a blank line.

(Sample Input/Output on the next page)

Sample Input:

```
2 4
ab
cd
a 1 .
b 2 .
c 2 .
d 1 .
6 18
aabccd
aeeffd
ghiijj
ggkkll
mnnoop
qqnorp
a 80 *
b 3 .
c 5 -
d 2 /
e 11 +
f 1 -
g 9 *
h 2 .
i 3 -
j 30 *
k 11 +
l 2 /
m 6 .
n 8 *
o 13 +
p 8 +
q 10 *
r 1 .
0
```

Sample Output:

```
KenKen Puzzle #1:
12
21

KenKen Puzzle #2:
543162
465231
321456
136524
612345
254613
```

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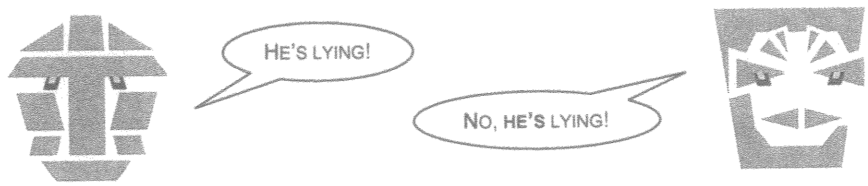
Tautobots and Contradicticons

filename: `logotron`

The planet Logotron is inhabited by two types of robots – the Tautobots and the Contradicticons. The Tautobots are programmed to always tell the truth, while the Contradicticons must always lie. Unfortunately, there is no simple way for outsiders to tell them apart, which often causes problems.



The Problem:

You are given a set of statements made by a group of robots. Every robot knows the type of every other robot, as well as itself. Each statement consists of an author (the robot that made the statement), a subject (the robot the statement is about), and the type of the subject (Tautobot or Contradicticon). For example, "Robot 5 says that Robot 2 is a Tautobot" is a valid statement. Note that if Robot 5 is a Contradicticon, then Robot 2 must also be a Contradicticon, since Robot 5 lied.

Given M statements made by N robots, you must find the number of distinct ways to assign a type to each robot, consistent with the statements. Two assignments are considered to be different if at least one robot is a Tautobot in one and a Contradicticon in the other.

The Input:

The first input line contains a positive integer T, indicating the number of test cases to be processed. This will be followed by T test cases.

Each test case is formatted as follows. The first line consists of the numbers N and M ($1 \leq N \leq 15$, $0 \leq M \leq 100$). This is followed by M lines, each of which represents a statement by one of the robots. A statement is formatted as "A S X". Here A and S are integers between 1 and N (inclusive) representing the author of the statement and its subject respectively (assume that A and S will be different robots). X will be one of the characters 'T' (for Tautobot) or 'C' (for Contradicticon).

Assume that a robot will not contradict itself (making a statement and then making the opposite of that statement) but different robots may contradict each other (in that case, there is no possible answer, i.e., zero assignments). Also assume that we will not have the same statement repeated by a robot several times, i.e., no two input statements will be completely identical.

The Output:

For each test case, output a single line, formatted as: "Case `#t:`", where *t* is the test case number (starting from 1), a single space, and then the number of distinct assignments that can be made for that case. Follow the format illustrated in Sample Output.

Sample Input:

```
3
3 2
1 2 T
2 3 C
4 2
1 2 T
2 3 C
2 0
```

Sample Output:

```
Case #1: 2
Case #2: 4
Case #3: 4
```

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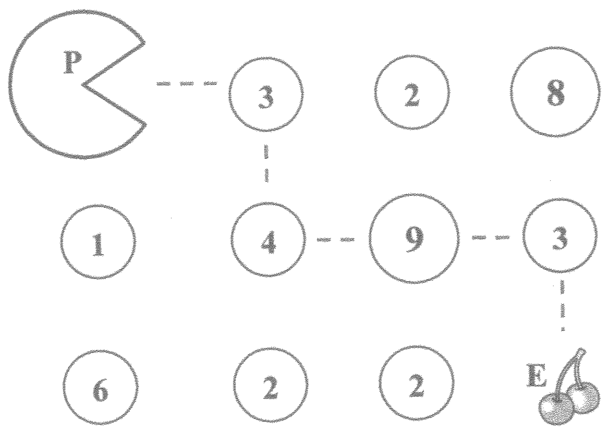
Pac Man for your New Phone

filename: `pacman`

You are writing an app for your friend's new Phone, the newPhone. Since you grew up on Pac Man, you want to write a simplified version of the game. In this game, the board is a rectangular grid and Pac Man starts at the upper left-hand corner. His goal is to get to the lower right-hand corner. He always moves one square to the right or one square down. Each square he goes to has a "goody" that's worth a particular amount of points. Your score is simply the sum of the scores of the goodies in each square you have visited.

For example, if the game board looks like this (P indicates Pac Man's starting location, and E indicates his ending location):



then Pac Man's optimal strategy would be to move right, down, right, right again, then down to yield a score of 3 + 4 + 9 + 3 = 19.

The Problem:

Given a game board, determine the maximum possible score for Pac Man.

The Input:

There will be multiple game boards in the input file. The first input line contains a positive integer n, indicating the number of game boards to be processed. The first line of each game board will contain two positive integers, r $(0 < r < 100)$ and c $(1 < c < 100)$, representing the number of rows and columns for this game board. (The example above has three rows and four columns.) Each of the following r input lines will contain c tokens, representing the contents of that row. The first item on the first of these lines will be the character 'P', representing Pac Man's original location and the last item on the last line will be the character 'E', representing Pac Man's goal location. The rest of the items will be positive integers less than 1000. Items will be separated by a single space on each line.

The Output:

At the beginning of each test case, output "`Game Board #g:`", where *g* is the input board number (starting from 1). For each game board, simply print out the maximum possible score for the game.

Leave a blank line after the output for each test case. Follow the format illustrated in Sample Output.

Sample Input:

```
2
3 4
P 3 2 8
1 4 9 3
6 2 2 E
2 2
P 5
401 E
```

Sample Output:

```
Game Board #1: 19

Game Board #2: 401
```

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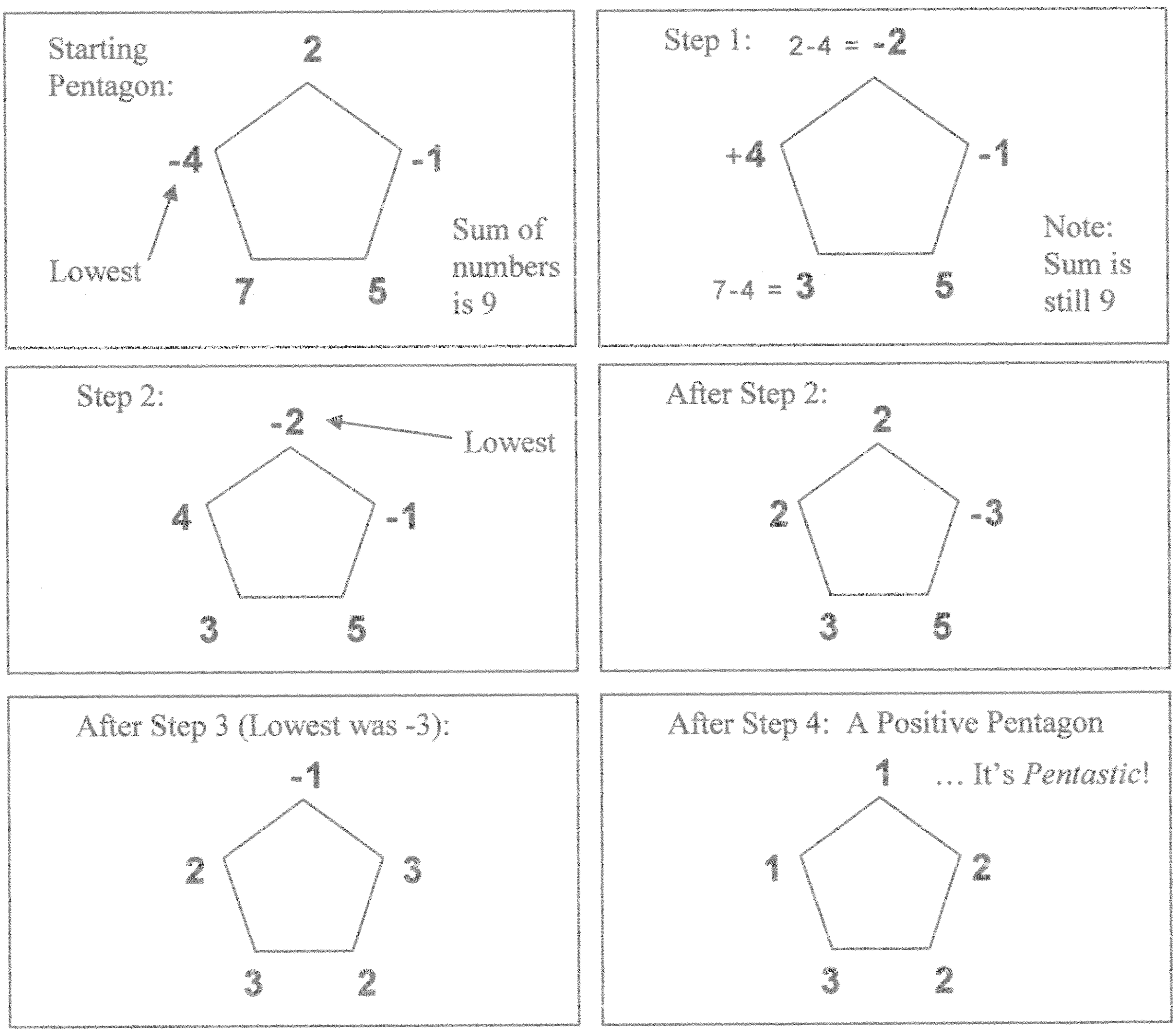
Positively Pentastic!

filename: `pentastic`

Five random integers are placed at the corners of a pentagon. Typically, some of these numbers will be negative, but their *sum* is guaranteed to be positive. The goal is to get rid of all the negative numbers through a balanced process of subtraction and negation.

Starting with the lowest of the negative numbers, we negate the number (thus making it positive), and then subtract that value from each of its two neighbors. The sum of the new numbers will remain the same as the original pentagon, so the pentagon is still "balanced." This process (finding the lowest of the negative numbers, negating it, and subtracting it from its neighbors) is then repeated until all of the numbers are non-negative.



During any step, if the lowest negative number appears at more than one corner, use the one that would be found first, if you started at the top corner and traversed in clockwise direction.

The Problem:

Given the original five numbers at the corners of a pentagon, output the Positive Pentagon that can be created by following this process. You may assume this process will always make a pentagon "pentastic" in at most 1000 steps.

The Input:

The first input line will contain only a single positive integer *N*, which is the number of pentagons to process. The next *N* lines will contain pentagon descriptions, one per line. Each pentagon description will consist of exactly 5 integers, which are in the range -999 to 999 (inclusive), and which sum up to a positive number less than 1000.

There will be exactly one space between numbers, and no leading or trailing spaces on the input lines. Positive numbers in the input will not have a leading '+' sign. The numbers are given in a clockwise order around the pentagon, starting from the top. This means that the 1st and 3rd numbers are neighbors of the 2nd number, the 5th and 2nd numbers are neighbors of the 1st number, and so on.

The Output:

For each pentagon in the input, output the message "`Pentagon #p:`", where `p` is the pentagon number (starting from 1). Then, for each pentagon, output the Positive Pentagon that results from applying the process described above. Output the numbers for each corner using the same ordering and method used in the input, with number for the top corner first, and the others following a clockwise order. Output one space between output numbers.

Leave a blank line after the output for each test case. Follow the format illustrated in the Sample Output.

Sample Input:

```
2
2 -1 5 7 -4
99 -1 -1 4 0
```

Sample Output:

```
Pentagon #1:
1 2 2 3 1

Pentagon #2:
97 1 1 2 0
```

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Wheel of Universally Copious Fortune

filename: `copious`

In the game "Wheel of Fortune", the number of letters in a word is given and the contestants guess the letters in the word and, as some letters appear, the contestants guess the word. But, you are a computer scientist and know that you can write a program to search a dictionary and provide candidate words (possible matches) for you.

The Problem:

Given the dictionary and a partially-defined word, you are to determine the candidate words. Note that there may be no candidate words for a given partially-defined word.

The Input:

The first input line contains an integer n $(1 \le n \le 100)$, indicating the number of words in the dictionary. The dictionary words will be on the following n input lines, one word per line. Each word starts in column 1, contains only lowercase letters, and will be 1-20 letters (inclusive). Assume that the dictionary words are distinct, i.e., no duplicates. The next input line will contain a positive integer m, indicating the number of words to be checked against the dictionary. These words will be on the following m input lines, one word per line. Each word starts in column 1, contains only lowercase letters and hyphens, and will be 1-20 characters (inclusive). A letter in a position indicates that the word must have that letter in that position; a hyphen in a position indicates that any letter can be in that position.

The Output:

At the beginning of each word to be checked, output "`Word #`*`w`*`:`", where *w* is the word number (starting from 1). Then print the input word to be checked. Then, on the following output lines, print the candidate words from dictionary that could be a match (print these words in the order they appear in the dictionary). Also print the total number of candidate words (possible matches).

Leave a blank line after the output for each test case. Follow the format illustrated in Sample Output.

(Sample Input/Output on the next page)

Sample Input:

```
8
at
cat
ali
sat
nerds
coach
couch
ninja
5
co-ch
-at
---
ali
a-c
```

Sample Output:

```
Word #1: co-ch
coach
couch
Total number of candidate words = 2

Word #2: -at
cat
sat
Total number of candidate words = 2

Word #3: ---
cat
ali
sat
Total number of candidate words = 3

Word #4: ali
ali
Total number of candidate words = 1

Word #5: a-c
Total number of candidate words = 0
```

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Sierpiński Triangle

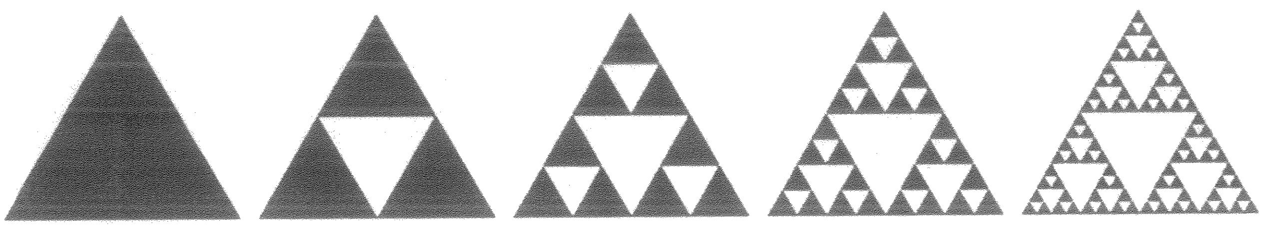
filename: `triangle`

The Sierpiński triangle is a beautiful fractal found in mathematics. As with many fractal patterns, it is constructed by starting with a given shape, applying a function to that shape, then applying the same function to the resulting shapes, and so on. In theory, this function is applied infinitely many times, but in practice it usually stops after a given number of applications since the resulting shapes get too small to be noticeable.

The Sierpiński triangle is created with the following steps:

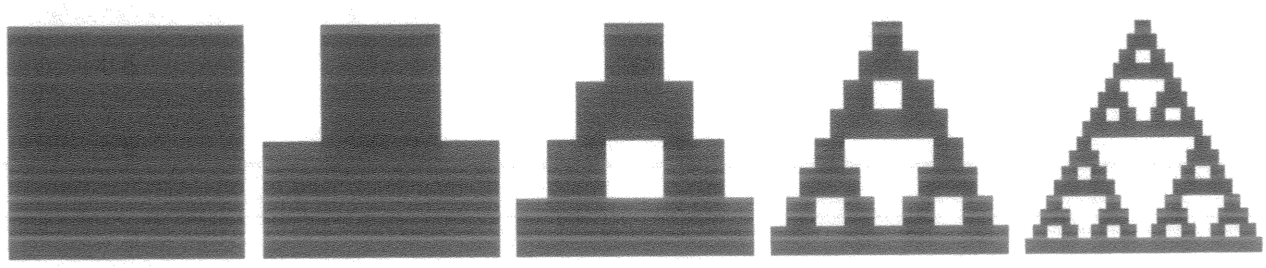
1) Start with an equilateral triangle with the base parallel to the horizontal axis.
2) Create an upside down triangle with half the height and width of the original triangle and cut this pattern out of the center of the original triangle, leaving 3 equilateral triangles.
3) Repeat step 2 on each of the newly formed triangles.

The following image (from Wikipedia) shows triangles of level 1 through 5, respectively:



Sierpiński Triangle

Interestingly enough, there are other shapes to which you can apply a similar pattern that result in close approximations of a Sierpiński triangle. For example, starting with a square, you can remove rectangles of half the height and a quarter of the width from the upper left and right corners, resulting in three new squares. The following image (from Wikipedia) shows approximate triangles of level 1 through 5, respectively:



Approximate Sierpiński Triangle

The Problem:

Given a level, draw an ASCII version of the approximate Sierpiński triangle.

The Input:

The input will begin with a positive integer *T* representing the number of triangles to draw. This will be followed by *T* lines each with a positive integer $K \leq 10$ representing the level of the triangle you are to draw.

The Output:

For each triangle, begin with the line "`Triangle #S:`" with *S* starting at 1. Then output the ASCII version of the approximate level *K* triangle, using the character 'X' to represent the drawn pattern and spaces elsewhere. You should scale the image so that the smallest square regions are 2x2. The bottom left point of the image should be in column 1. See the sample output for clarification. Follow each triangle with a blank line.

Sample Input:

```
2
1
4
```

Sample Output:

```
Triangle #1:
XX
XX

Triangle #2:
       XX
       XX
      XXXX
      XXXX
     XX  XX
     XX  XX
    XXXXXXXX
    XXXXXXXX
   XX      XX
   XX      XX
  XXXX    XXXX
  XXXX    XXXX
 XX  XX  XX  XX
 XX  XX  XX  XX
XXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX
```

```
Triangle #1:
XX
XX

Triangle #2:
.......XX.......
.......XX.......
......XXXX......
......XXXX......
.....XX..XX.....
.....XX..XX.....
....XXXXXXXX....
....XXXXXXXX....
...XX......XX...
...XX......XX...
..XXXX....XXXX..
..XXXX....XXXX..
.XX..XX..XX..XX.
.XX..XX..XX..XX.
XXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX
```

Note: The first column shows what you should actually output. The second column shows a '.' where all spaces occur for clarification. Do *not* submit a solution with periods for spaces – you will receive wrong answer for this.

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Team Assignment

filename: `assign`

You are the manager of a charity sporting event that brings together athletes from all over the world. Before you can start the event, you need to divide the athletes into two teams. However, sporting rivalries sometimes get a little rough, so you would like to place rivals on different teams as much as possible.

The Problem:

You are given N athletes and a list of R rival pairs. You know that no athlete has more than three rivals in total, and the rivalry relation is symmetric (if A is a rival of B, then B is a rival of A). Find a way to divide the group into two teams (not necessarily of equal size) such that no player has more than one rival on his team. (Note that if A is a rival of B and B is a rival of C, these do not imply anything between A and C.)

The Input:

The input contains multiple test cases. The first line of each case contains two integers N ($2 \leq N \leq 100$) and R (the number of rival pairs, $1 \leq R \leq 100$) separated by a single space. Each of the next R input lines contains two distinct positive integers between 1 and N (inclusive), indicating the numbers of two rival athletes. These input lines will all be different, i.e., no duplicates.

End of input will be indicated by a case with $N = R = 0$ (this case should not be processed).

The Output:

For each test case, output two lines, as follows. The first line should contain a single integer K, the number of athletes on the larger team. The next line should contain K integers, representing the numbers of the athletes on the larger team, separated by a single space (these numbers can be printed in any order). If the teams are the same size, you may output either one. If there are multiple possible solutions, you may output any one of them. It is guaranteed that a valid solution will always exist. You should also leave a blank line between cases.

(Sample Input/Output on the next page)

Sample Input:

```
2 1
1 2
3 2
1 2
1 3
6 7
1 2
1 3
1 4
2 3
2 4
3 4
5 6
0 0
```

Sample Output:

```
2
1 2

2
2 3

4
3 4 5 6
```

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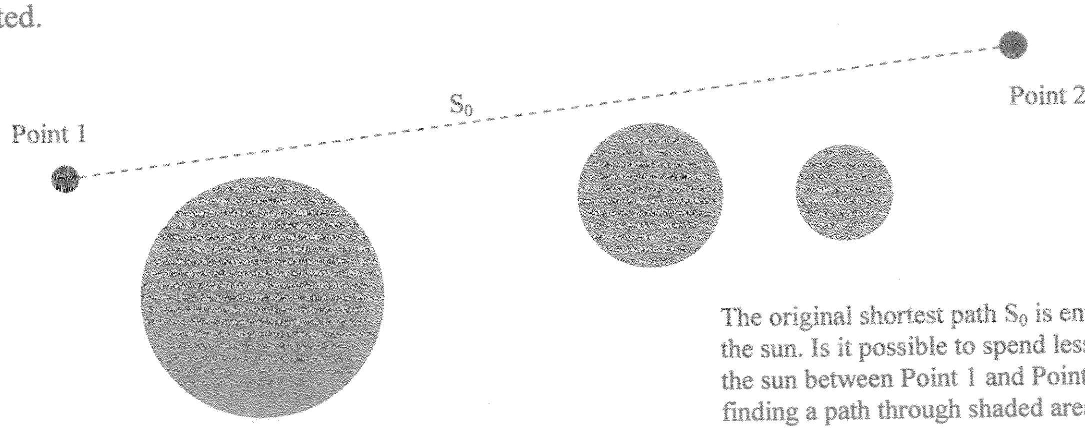
Walking in the Sun

filename: `sunwalk`

You have calculated all the shortest distances between points on campus, but have found that this strategy is not optimal in the summer. Some of these shortest paths are in the sun, and it's far more annoying to be sweating than to walk a few extra steps in the shade. Your goal is to recalculate shortest distances in the sun on campus, given information about where shade is located.



The original shortest path S_0 is entirely in the sun. Is it possible to spend less time in the sun between Point 1 and Point 2 by finding a path through shaded areas?

The Problem:

We simplify the problem by specifying all locations on campus by 2-D Cartesian coordinates, and by specifying all areas of shade as circular areas with a given center and radius. We also assume that any straight line between two Cartesian points can be walked, i.e., there are no objects blocking any possible straight line paths. Instead of calculating the shortest distance between locations on campus, your goal will be to calculate the least amount of walking that needs to be done in the sun to get between those two points.

The Input:

There will be multiple test cases in the input file. The first input line contains a positive integer, indicating the number of test cases.

The first line of each test case, s $(0 \le s < 50)$, contains the number of locations of shade on campus for that test case. Each of the next s lines contains the x-coordinate, y-coordinate, and radius, respectively, of a shade location, separated by spaces.

The next line of each test case, q $(0 < q < 100)$, contains the number of distance queries for the test case. Each of the next q lines will contain four numbers representing two points on campus, in the form x_1 y_1 x_2 y_2, where (x_1,y_1) are the coordinates of the first point, and (x_2,y_2) are the coordinates of the second point.

All x-coordinates, y-coordinates, and radii will be real numbers between -1000 and 1000, inclusive.

The Output:

At the beginning of each test case, output "`Campus #c:`", where *c* is the test case number (starting from 1) on the first line.

For the subsequent *q* lines, begin the output with the header " `Path #p:`", where *p* is the distance query number (starting from 1) for that case. Follow each of these headers with the statement of the form: "`Shortest sun distance is D.`", where D is the desired shortest sun distance rounded to one decimal place. To clarify "rounded to one decimal place": the output for 1.74 should be 1.7, for 1.75 should be 1.8, and for 1.76 should be 1.8.

Leave a blank line after the output for each test case. Follow the format illustrated in Sample Output.

Sample Input:

```
2
3
5.2 3.3 4.7
-8.8 -6.1 3.1
18.5 6.1 2.2
6
1.1 20.2 6.1 18.1
1.1 20.2 3.3 -2.5
0.4 -2.7 3.3 -2.5
6.1 18.1 -5.5 -9.2
3.3 -2.5 0.4 -2.7
1.1 20.2 0.4 -2.7
1
0.0 0.0 20.0
1
3.1 2.2 7.7 8.1
```

Sample Output:

```
Campus #1:
  Path #1: Shortest sun distance is 5.4.
  Path #2: Shortest sun distance is 14.1.
  Path #3: Shortest sun distance is 2.9.
  Path #4: Shortest sun distance is 20.6.
  Path #5: Shortest sun distance is 2.9.
  Path #6: Shortest sun distance is 15.7.

Campus #2:
  Path #1: Shortest sun distance is 0.0.
```

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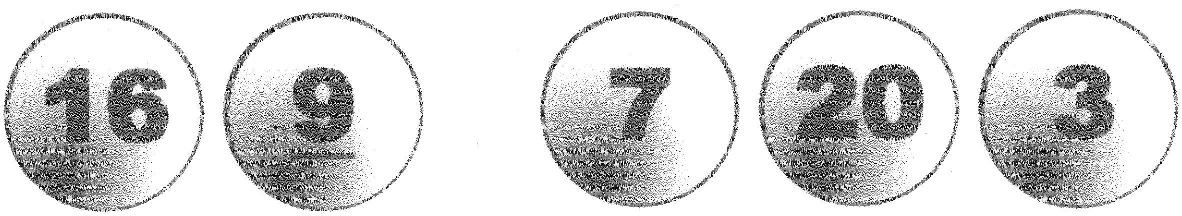
Lottery Coprimes

filename: `coprime`

Lou lost the lottery last week, but he still plans to buy a ticket for this week's draw. He's also buying tickets for all his relatives. They are all mathematicians (who understand probability) and would never buy tickets for themselves. Lou insisted that they each choose their own numbers. When he looked at the numbers, it appeared as though all of his relatives had played a joke on him. They seemed to choose numbers by picking a pair of coprime integers, concatenating them, then splitting the digits up into the number spots on the lottery ticket.

Two integers are called *coprimes*, or *relative primes*, if they do not share any positive factors greater than 1. (That's the joke—they are "relative" primes from his relatives.)



These are the lottery numbers from one of Lou's math-loving relative's tickets. The numbers 169 and 7203 are coprime.

The Problem:

Given a list of concatenated digits from a lottery ticket, determine whether this list can be split into two numbers which are coprimes. Note that the digits can not be reordered.

The Input:

The first line of input will contain only a single positive integer *N*, which is the number of lottery tickets to evaluate. Each of the next *N* input lines will contain 3 to 8 digits, representing a single ticket. Neither the first digit nor the last digit will ever be zero, and there will never be two consecutive zeroes. There will be no spaces or other characters on these lines, other than digits.

The Output:

For each ticket in the input, output "`Ticket #T:`", where *T* is the ticket number (starting at 1). On the next line, output the two coprimes found by splitting the digits for that ticket. Separate the numbers by at least one space. If no coprimes are found, output the message "`Not relative`" instead, since the numbers were probably not picked by any of Lou's relatives. If there are multiple possible ways to split the digits into coprimes, use the one in which the first number is the lowest. If the split occurs before a zero digit, you may omit this leading zero when outputting the second number, i.e., you can output a number with leading zeroes with or without those zeroes.

Leave a blank line after the output for each ticket. Follow the format shown in Sample Output.

Sample Input:

```
4
47108
222
1697203
7203217
```

Sample Output:

```
Ticket #1:
47 108

Ticket #2:
Not relative

Ticket #3:
1 697203

Ticket #4:
72 3217
```

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A Constant Struggle

filename: `constant`

Your math teacher Xavier Guha has given your class an extra credit assignment to work on. The problem he gives is as follows: Given a linear equation of the form

$$c_1x_1 + c_2x_2 + c_3x_3 + c_4x_4 + c_5x_5 + c_6x_6 + c_7x_7 + c_8x_8 = N$$

with $c_1,\ldots,c_8, N$ given, he asks you to give the unique solution x (a vector of length 8) to the equation, where each x_i is a non-negative integer. Of course, being a clever student, you realize that depending on the values of c and N, there may be no solution or there may be several solutions. After class, you approach him and inform him of the mistake, but he is stubborn and will not have any of your nonsense.

Having taken several programming classes from his brother, you decide to prove your teacher wrong[1] by writing a program to determine how many solutions the equation has.

The Problem:

Given $c_1,\ldots,c_8$ and N, determine how many unique solutions the equation has. Two solutions p and q are considered unique (different) if there exists some i for which $p_i \neq q_i$. Since you may get this assignment again in the future, your program should be able to solve several instances of the equation.

The Input:

Input will begin with a positive integer T denoting the number of equations to solve. This will be followed by T lines, each containing an instance of the equation to solve. Each instance will be described by 9 space separated positive integers, all ≤ 100. The first 8 numbers represent $c_1,\ldots,c_8$, and the 9th number represents N.

The Output:

For each equation, output a single line "`Equation #`*E*`:` *S*" where E is the equation number beginning with 1 and S is the number of unique solutions to the equation. It is guaranteed that the value of S will fit in a 64-bit signed integer.

(Sample Input/Output on the next page)

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[1] This (proving your teacher is wrong) is generally a bad idea. The author of this problem absolves himself of any (liability for) ill will created between you and your teacher, as well as any detrimental effect this may have on your final course grade. Solve at your own risk.

Sample Input:

```
5
1 1 1 1 1 1 1 1 1
1 2 3 4 5 6 7 8 9
2 4 6 8 10 12 14 16 29
2 4 6 8 10 12 14 17 17
1 1 1 1 1 1 1 1 100
```

Sample Output:

```
Equation #1: 8
Equation #2: 29
Equation #3: 0
Equation #4: 1
Equation #5: 26075972546
```

UCF Local Contest — September 5, 2009

Polygon Restoration

filename: `polygon`

A rectangular polygon is a closed figure with all vertices at points with integer coordinates in the XY-plane, and whose edges are all either horizontal or vertical. The vertices are all distinct, and no two edges intersect, except for neighboring edges intersecting at their common vertex. For the purposes of this problem, every horizontal edge will be adjacent to a vertical edge, and vice versa, so all angles are either 90 or 270 degrees.

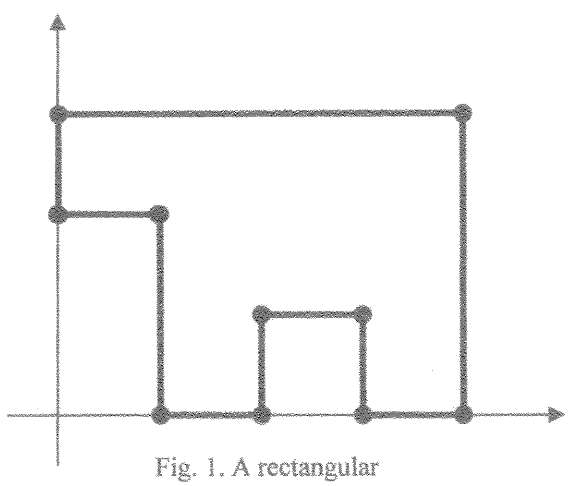


Fig. 1. A rectangular polygon in the XY-plane

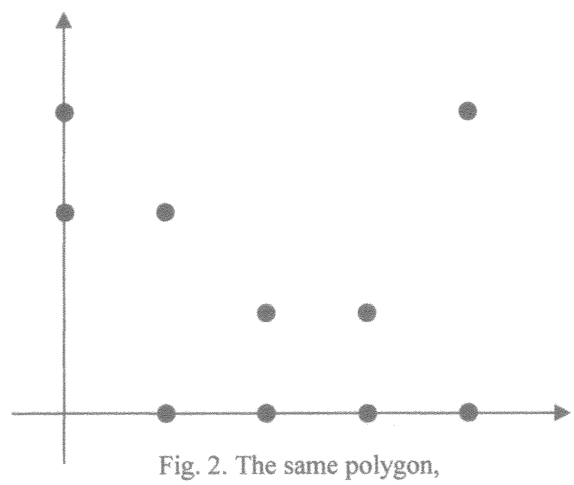


Fig. 2. The same polygon, with all of its edges erased

The Problem:

Dr. O is an avid collector of polygons. He takes particular pride in his collection of pencil-rendered rectangular polygons from the early 19th century. Unfortunately, some sneaky vandal has broken into his collection and erased all the edges, leaving only the vertices of each polygon. You have been called in to try to restore Dr. O's collection to its former glory by redrawing the edges of the rectangular polygons.

The Input:

There will be multiple polygons in the input file. The first line of every polygon description will be an integer N ($4 \le N \le 50$), the number of vertices of the polygon. Each of the next N input lines will contain two integers, giving the coordinates of a vertex of a polygon in the form "*X Y*" ($-10000 \le X, Y \le 10000$). Note that these vertices are given in arbitrary order. All vertices will be distinct.

End of input will be indicated by a case with $N = 0$. This case should not be processed.

The Output:

For each test case, output a single line, formatted as: "Polygon #`t`:", where `t` is the test case number (starting from 1), a single space, followed by the vertices of the polygon in counterclockwise order (with a single space separating vertices). Points should be referred to by their number in the order they were given in the input, the first input being vertex 1 (see Sample Output for clarification). The list must start from the vertex with minimum y-coordinate. If there are multiple points with minimum y-coordinate, use the one with minimum x-coordinate. It is guaranteed that a closed rectangular polygon can always be constructed from the given data.

Sample Input:

```
4
0 0
1 1
0 1
1 0
10
0 3
4 0
1 2
2 1
3 0
4 3
0 2
3 1
2 0
1 0
0
```

Sample Output:

```
Polygon #1: 1 4 2 3
Polygon #2: 10 9 4 8 5 2 6 1 7 3
```

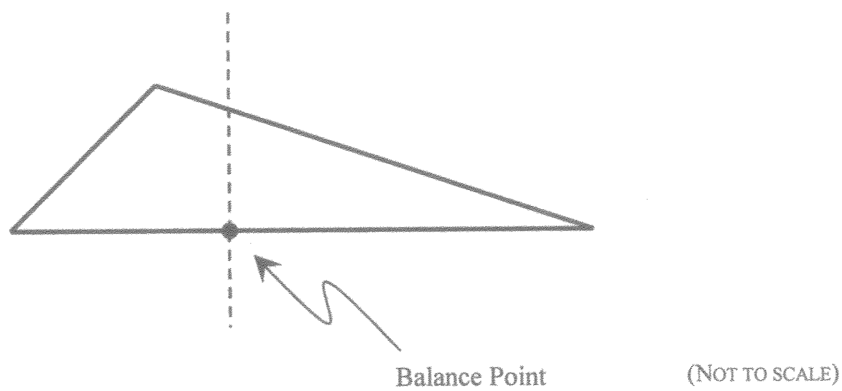
UCF Local Contest — September 5, 2009

Balance Point

filename: `balance`

Given an object, it's often fun to find the point at which you can balance it without it toppling over to one side. This is typically a very difficult problem, but we'd like to at least solve the problem in two dimensions for a simple shape: a scalene triangle. In particular, we will define the balance point of a scalene triangle as follows:

Find the longest side of the triangle. Then, determine the perpendicular line to this side that divides the triangle's area into two equal parts. The point at which this line intersects the longest side is known as the triangle's balance point.



The Problem:

Given the Cartesian coordinates of the three points of a scalene triangle, determine the x and y coordinates of its balance point (to 2 decimal places).

The Input:

There will be multiple triangles in the input file. The first input line contains a positive integer *n*, indicating the number of triangles to be processed. The triangles will be on the following *n* input lines, each on a separate line. Each triangle contains three pairs of x-y coordinates, denoting the three points of the triangle. Each of these six values will be real numbers in between -100 and 100, inclusive, separated by spaces. Assume that all three points are distinct and that they are not collinear, i.e., assume the points form a triangle.

The Output:

At the beginning of each test case, output "`Triangle #t Balance Point:` ", where `t` is the test case number (starting from 1). Following this header, for each triangle, print the x and y coordinates of that triangle's balance point, rounded to two decimal places, in parentheses, separated by a comma. To clarify "rounded to two decimal places": the output for 1.274 should be 1.27, for 1.275 should be 1.28, and for 1.276 should be 1.28.

Leave a blank line after the output for each test case. Follow the format illustrated in Sample Output.

Sample Input:

```
2
0.0 0.0 5.0 0.0 1.8 2.4
0.0 0.0 0.0 5.0 -2.4 3.2
```

Sample Output:

```
Triangle #1 Balance Point: (2.17,0.00)

Triangle #2 Balance Point: (0.00,2.83)
```