

SI@UCF Introduction to Competitive Programming

Homework 4: Vectors

Each of the following Kattis Problems can be solved using the material from the fourth day's lecture(s) on vectors.

For full credit, you must solve **four** of the following Kattis Problems. (If you finish four early, then you must attempt the fifth one.)

https://open.kattis.com/problems/oddgnome
https://open.kattis.com/problems/vote
https://open.kattis.com/problems/jollyjumpers
https://open.kattis.com/problems/baloni
https://open.kattis.com/problems/inverteddeck

In addition to your solution files, please submit a separate file (a docx is file) where for each program you state the number of submissions you needed to get it correct. For each program where you needed more than one submission, for each extra submission, explain what you fixed compared to the previous submission.

Deliverables

1. Your source files for each of your solutions.
2. A screenshot(s) (.jpg or suitable format) of your program's accepted status on Kattis. (You can usually see the status of your last several submissions if you click on submissions, so it's likely either one or two screenshots will suffice.)
3. A separate doc(x) file where you state the number of submissions you needed to get each program accepted, and for each program that required more than one submission, what you fixed on each incorrect submission before resubmitting.

Grading Details

80% will solely be based on correctness.

10% will be based on your programming style and use of vectors. (Note: short variable names are permitted, but some basic readability and comments are required. You may comment after getting your correct submission status.)

10% will be based on the document you submit.