

牛客多校第二场

这场彻底跪了。下文贴了很多莫名WA掉的代码们。如果读者能找到到底是哪里WA掉了，麻烦您联系我一下。

D

唯一一道水题。

```
#include<stdio.h>
#include<math.h>

int h1,h2,m1,m2,s1,s2;
int ans=0;

void solve()
{
    scanf("%d:%d:%d",&h1,&m1,&s1);
    scanf("%d:%d:%d",&h2,&m2,&s2);
    ans=abs((h1-h2)*3600+(m1-m2)*60+s1-s2);
}

int main()
{
    solve();
    printf("%d",ans);
    return 0;
}
```

F

这个题TLE掉了。原因是单调队列不熟练，还需要一个记忆化的小技巧。

记忆化技巧代码：

```
int i;
for(i=1;i<=n;i++)
{
    int j;
    for(j=1;j<=m;j++)
    {
        if(!Gcd[i][j])
        {
            int k;
```

```
for(k=1;k*i<=n&&k*j<=m;k++)
{
    Gcd[k*i][k*j]=k;
    A[k*i][k*j]=i*j*k;
}
}
```

单调队列：

```
#include<stdio.h>

int a[5010][5010],b[5010][5010];
int head,tail,q[50100];

int gcd(int a,int b)
{
    return b?gcd(b,a%b):a;
}

int lcm(int a,int b)
{
    return a*b/gcd(a,b);
}

int main()
{
    int n,m,k;
    scanf("%d%d%d",&n,&m,&k);
    long long res=0;
    int i;
    for(i=1;i<=n;i++)
    {
        head=1,tail=0;
        int j;
        for(j=1;j<=m;j++)
        {
            a[i][j]=lcm(i,j);
            while(tail>=head&&j-q[head]>=k)
            {
                head++;
            }
            while(tail>=head&&a[i][j]>a[i][q[tail]])
            {
                tail--;
            }
            q[++tail]=j;
            if(j>=k)

```

```

        {
            b[i][j-k+1]=a[i][q[head]];
        }
    }
}
int j;
for(j=1;j<=m-k+1;j++)
{
    head=1,tail=0;
    for(i=1;i<=n;i++)
    {
        while(tail>=head&&i-q[head]>=k)
        {
            head++;
        }
        while(tail>=head&&b[i][j]>b[q[tail]][j])
        {
            tail--;
        }
        q[++tail]=i;
        if(i>=k)
        {
            res+=b[q[head]][j];
        }
    }
}
printf("%lld\n",res);
return 0;
}

```

如果能把两者结合起来就好了。

C

我觉得从奇顶点开始DFS一定没错。但是评测机不这么认为.....

```

#include<stdio.h>
#include<vector>

using namespace std;

int degree[200010];

vector<int> Adj[200010];
bool vis[200010] = {false};

int flag;

```

```
void DFS(int u)
{
    vis[u]=true;
    if(degree[u]%2==1)
    {
        printf("%d",u);
        (flag==0)?putchar(' '):putchar('\n');
        flag^=1;
    }
    int i;
    for(i=0;i<Adj[u].size();i++)
    {
        int v=Adj[u][i];
        if(vis[v]==false)
        {
            DFS(v);
        }
    }
}

int main()
{
    int n;
    scanf("%d",&n);
    if(n==1)
    {
        printf("1\n1 1\n");
        return 0;
    }
    int m=n-1;
    int x,y;
    int sum=0;
    while(m-->0)
    {
        scanf("%d%d",&x,&y);
        degree[x]++;
        degree[y]++;
        Adj[x].push_back(y);
        Adj[y].push_back(x);
        if(degree[x]%2==1&&degree[y]%2==1)
        {
            sum++;
        }
        else if(degree[x]%2==0&&degree[y]%2==0)
        {
            sum--;
        }
    }
    printf("%d\n",sum);
    flag=0;
}
```

```
int u;
for(u=0;u<n;u++)
{
    if(vis[u]==false&&degree[u]%2==1)
    {
        DFS(u);
        break;
    }
}
```

后记：我知道错到哪里了！我一直以为是不重复的覆盖.....

其实重复也是可以的，也就是说我硬生生拔高了原题的难度.....

唉，怪不得。那么代码就更简单了low的不谈

上面这个代码是不重复覆盖的优秀代码。

下面来源于隔壁队伍的通关代码。我不知道为什么里面DFS还用到队列等等一大堆的东西。

```
#include<stdio.h>
#include<string.h>
#include<stdlib.h>

#include<queue>

using namespace std;

int head[200005],tot;
int du[200005];

struct E
{
    int nxt,to;
};

struct E e[200005<<1];

void add(int x,int y)
{
    e[++tot].nxt = head[x];
    head[x] = tot;
    e[tot].to = y;
    e[++tot].nxt = head[y];
    head[y] = tot;
    e[tot].to = x;
}

queue<int> sons[200005];
```

```
int anss[200005][2],anscnt;

void dfs(int x,int fa)
{
    char isson = 1;
    int tomatch = 0;
    int i;
    for(i=head[x];i;i=e[i].nxt)
    {
        if (e[i].to!=fa)
        {
            dfs(e[i].to,x);
            isson = 0;
            tomatch += sons[e[i].to].size();
        }
    }
    if(isson)
    {
        sons[x].push(x);
    }
    queue<int> son2,son1;
    for(i=head[x];i;i=e[i].nxt)
    {
        if(e[i].to!=fa)
        {
            if(sons[e[i].to].size()==2)
            {
                son2.push(e[i].to);
            }
            else if(sons[e[i].to].size()==1)
            {
                son1.push(e[i].to);
            }
        }
    }
    if (son2.size()%2==1 && son1.size() == 0 && son2.size()!=1)
    {
        int x1=son2.front();
        son2.pop();
        int x2=son2.front();
        son2.pop();
        int x3=son2.front();
        son2.pop();
        anss[anscnt+1][0]=sons[x1].front();
        sons[x1].pop();
        anss[anscnt+1][1]=sons[x2].front();
        sons[x2].pop();
        anss[anscnt+2][0]=sons[x1].front();
        sons[x1].pop();
    }
}
```

```
    anss[anscnt+2][1]=sons[x3].front();
    sons[x3].pop();
    son1.push(x2);
    son1.push(x3);
    anscnt+=2;
}
while(son2.size()>=2)
{
    int x1 = son2.front();
    son2.pop();
    int x2 = son2.front();
    son2.pop();
    anss[anscnt+1][0] = sons[x1].front();
    sons[x1].pop();
    anss[anscnt+1][1] = sons[x2].front();
    sons[x2].pop();
    son1.push(x1);
    son1.push(x2);
    anscnt++;
}
while(son2.size()*2 + son1.size() > 2)
{
    if (son2.size())
    {
        int x1 = son2.front();
        son2.pop();
        int x2 = son1.front();
        son1.pop();
        anss[anscnt+1][0] = sons[x1].front();
        sons[x1].pop();
        anss[anscnt+1][1] = sons[x2].front();
        sons[x2].pop();
        son1.push(x1);
        anscnt++;
    }
    else
    {
        int x1 = son1.front();
        son1.pop();
        int x2 = son1.front();
        son1.pop();
        anss[anscnt+1][0] = sons[x1].front();
        sons[x1].pop();
        anss[anscnt+1][1] = sons[x2].front();
        sons[x2].pop();
        anscnt++;
    }
}
for(i = head[x];i;i=e[i].nxt)
{
    if (e[i].to!=fa)
```

```
        {
            while (sons[e[i].to].size())
            {
                int tmp = sons[e[i].to].front();
                sons[x].push(tmp);
                sons[e[i].to].pop();
            }
        }
    }
}

int main()
{
    int n;
    scanf("%d",&n);
    int x,y;
    int i;
    for(i=1;i<n;i++)
    {
        scanf("%d%d",&x,&y);
        add(x,y);
        du[x]++;
        du[y]++;
    }
    if(n==1)
    {
        printf("1\n1 1\n");
        return 0;
    }
    if(n==2)
    {
        printf("1\n1 2\n");
        return 0;
    }
    for(i=1;i<=n;i++)
    {
        if(du[i]!=1)
        {
            dfs(i,0);
            if(sons[i].size()==2)
            {
                ansCnt++;
                ans[ansCnt][0]=sons[i].front();
                sons[i].pop();
                ans[ansCnt][1]=sons[i].front();
            }
            else
            {
                ansCnt++;
                ans[ansCnt][0]=sons[i].front();
            }
        }
    }
}
```

```
        anss[anscnt][1]=i;
    }
    break;
}
}
printf("%d\n",anscnt);
for(i=1;i<=anscnt;i++)
{
    printf("%d %d\n",anss[i][0],anss[i][1]);
}
return 0;
}
```

B

储存斜率用了两种做法。开longlong那个TLE掉了，double那个WA了，实在无语.....

WA的double已经改正了。那么错的就不留了，只留下错的longlong存斜率版本。

```
#include<iostream>
#include<vector>
#include<map>

using namespace std;

vector<pair<long long,long long> > points;

long long gcd(long long a,long long b)
{
    return (b == 0) ? a : gcd(b, a % b);
}

int maxPoints()
{
    int res = 0;
    for (int i = 0; i < points.size(); ++i)
    {
        map<pair<int, int>, int> m;
        int duplicate = 1;
        for (int j = i + 1; j < points.size(); ++j)
        {
            if (points[i].first== points[j].first&& points[i].second==
points[j].second)
            {
                ++duplicate;
                continue;
            }
        }
    }
}
```

```
        long long x1=points[i].first;
        long long x2=points[j].first;
        long long y1=points[i].second;
        long long y2=points[j].second;
        if(x1*y2==y1*x2)
        {
            continue;
        }
        long long dx =x2*(x1*x1+y1*y1)-x1*(x2*x2+y2*y2);
        long long dy =y2*(x1*x1+y1*y1)-y1*(x2*x2+y2*y2);
        long long d = gcd(dx, dy);
        ++m[{dx / d, dy / d}];
    }
    res = max(res, duplicate);
    map<pair<int,int>,int>::iterator it;
    for(it = m.begin(); it != m.end(); ++it)
    {
        res = max(res, it->second + duplicate);
    }
}
return res;
}

int main()
{
    int n;
    scanf("%d",&n);
    long long x,y;
    while(n--)
    {
        cin >> x >> y;
        points.push_back(make_pair(x,y));
    }
    cout << maxPoints() << endl;
    return 0 ;
}
```

后记：这种采用了反演的写法要考虑eps——

事实证明，没有通过就是eps的问题。唉，太悲伤了.....

以下是修改后的通关代码：

```
#include<stdio.h>

#include<vector>
#include<map>

using namespace std;
```

```
#define eps 1e-12

struct compare
{
    bool operator()(const double &key1,const double &key2)
    {
        if(key1-key2<(-eps)||key1-key2>eps)
        {
            return key1<key2;
        }
        else
        {
            return 0;
        }
    }
};

vector<pair<double,double> > points;

int maxPoints()
{
    int res=1;
    int i;
    for(i=0;i<points.size();++i)
    {
        map<double,int,compare> m;
        int j;
        for(j=i+1;j<points.size();++j)
        {
            if(points[j].first*points[i].second==points[i].first*points[j].second)
            {
                continue;
            }
            double dx=points[j].first-points[i].first;
            double dy=points[j].second-points[i].second;
            ++m[dx/dy];
        }
        map<double,int>::iterator it;
        for(it=m.begin();it!=m.end();++it)
        {
            res=max(res,it->second+1);
        }
    }
    return res;
}

int main()
{
    int n;
    scanf("%d",&n);
```

```
double x,y;
while(n--)
{
    scanf("%lf%lf",&x,&y);
    double temp=x*x+y*y;
    points.push_back(make_pair(x/temp,y/temp));
}
printf("%d\n",maxPoints());
return 0;
}
```

我们需要学习在map中引入自定义运算符，从而实现map中的eps控制。

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