

## Day 1 Task 2: Hotter Colder

Jack and Jill play a game called *Hotter, Colder*. Jill has a number between 1 and  $N$ , and Jack makes repeated attempts to guess it.

Each of Jack's guesses is a number between 1 and  $N$ . In response to each guess, Jill answers *hotter*, *colder* or *same*. For Jack's first guess, Jill answers *same*. For the remaining guesses Jill answers:

- *hotter* if this guess is closer to Jill's number than his previous guess
- *colder* if this guess is farther from Jill's number than his previous guess
- *same* if this guess is neither closer to nor further from Jill's number than his previous guess.

You are to implement a procedure **HC(N)** that plays Jack's role. This implementation may repeatedly call **Guess(G)**, with  $G$  a number between 1 and  $N$ . **Guess(G)** will return 1 to indicate *hotter*, -1 to indicate *colder* or 0 to indicate *same*. **HC(N)** must return Jill's number.

### Example

As example, assume  $N=5$ , and Jill has chosen the number 2. When procedure **HC** makes the following sequence of calls to **Guess**, the results in the second column will be returned.

Call	Returned value	Explanation
<b>Guess(5)</b>	0	Same (first call)
<b>Guess(3)</b>	1	Hotter
<b>Guess(4)</b>	-1	Colder
<b>Guess(1)</b>	1	Hotter
<b>Guess(3)</b>	0	Same

At this point Jack knows the answer, and **HC** should return 2. It has taken Jack 5 guesses to determine Jill's number. You can do better.

### Subtask 1 [25 points]

**HC(N)** must call **Guess(G)** at most 500 times. There will be at most 125 250 calls to **HC(N)**, with  $N$  between 1 and 500.

### Subtask 2 [25 points]

**HC(N)** must call **Guess(G)** at most 18 times. There will be at most 125 250 calls to **HC(N)** with  $N$  between 1 and 500.



### Subtask 3 [25 points]

**HC(N)** must call **Guess(G)** at most **16** times. There will be at most 125 250 calls to **HC(N)** with  $N$  between 1 and 500.

### Subtask 4 [up to 25 points]

Let  $W$  be the largest integer, such that  $2^W \leq 3N$ . For this subtask your solution will score:

- 0 points, if **HC(N)** calls **Guess(G)**  $2W$  times or more,
- $25\alpha$  points, where  $\alpha$  is the largest real number, such that  $0 < \alpha < 1$  and **HC(N)** calls **Guess(G)** at most  $2W - \alpha W$  times,
- 25 points, if **HC(N)** calls **Guess(G)** at most  $W$  times.

There will be at most 1 000 000 calls to **HC(N)** with  $N$  between 1 and 500 000 000.

*Be sure to initialize any variables used by **HC** every time it is called.*

### Implementation Details

- Use the [RunC programming and test environment](#)
- Implementation folder: /home/ioi2010-contestant/hottercolder/ (prototype: [hottercolder.zip](#))
- To be implemented by contestant: hottercolder.c or hottercolder.cpp or hottercolder.pas
- Contestant interface: hottercolder.h or hottercolder.pas
- Grader interface: grader.h or graderlib.pas
- Sample grader: grader.c or grader.cpp or grader.pas *and* graderlib.pas
- Sample grader input: grader.in.1 grader.in.2.  
*Note: The input file contains several lines, each containing  $N$  and Jill's number.*
- Expected output for sample grader input: the grader will create files grader.out.1 grader.out.2 etc.
  - If the implementation correctly implements Subtask 1, one line of output will contain OK 1
  - If the implementation correctly implements Subtask 2, one line of output will contain OK 2
  - If the implementation correctly implements Subtask 3, one line of output will contain OK 3
  - If the implementation correctly implements Subtask 4, one line of output will contain OK 4  
alpha  $\alpha$
- Compile and run (command line): `runc grader.c` or `runc grader.cpp` or `runc grader.pas`
- Compile and run (gedit plugin): *Control-R*, while editing any implementation file.
- Submit (command line): `submit grader.c` or `submit grader.cpp` or `submit grader.pas`
- Submit (gedit plugin): *Control-J*, while editing any implementation or grader file.