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The Virtual Learning Environment for Computer Programming

# Knight jumps

Vintè Concurs de Programació de la UPC - Final (2022-09-21)

Given a board with three columns and *n* rows, find a way for a chess knight to visit exactly 3n - 2 cells, starting at any cell, and never repeating any cell nor going outside the board.

### Input

Input consists of several cases, each with an *n* between 3 and  $10^5$ .

### Output

Print one line for each case, with any solution. Columns are labelled with 'a', 'b' and 'c' in this order, while rows are numbered from 1 to n. Follow strictly the format of the sample output.

#### Sample input

5 3

#### Sample output

```
c5->a4->c3->b1->a3->c4->a5->b3->c1->a2->b4->c2->a1
a1->c2->a3->b1->c3->a2->c1
```

## **Problem information**

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