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The Virtual Learning Environment for Computer Programming

## Knight jumps <br> P98620_en

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 $3 n-2$ 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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