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The Virtual Learning Environment for Computer Programming

Collatz pseudo-sequences (1)
Examen final d'Informàtica, FME (2014-01-14)
Let us define sequences similar to those of Collatz with two parameters $x$ and $y$. Given a number $n$, the algorithm to get the next number is:

- if $n$ is even, we move to $n / 2+x$;
- otherwise, we move to $3 n+y$.

The standard Collatz sequence corresponds to $x=0$ and $y=1$.
Given $x, y$ and a starting number $n$, compute the length of the cycle reached by applying the above algorithm. For example, if $x=1, y=5$ and $n=8$, then the defined sequence is 8,5 , $20,11,38,20,11,38, \ldots$ so the cycle has length 3 .
Since numbers can become very large, and we have no mathematical guarantee that we will reach a cycle, we will stop if at some point the sequence reaches a number greater than $10^{6}$.

## Input

Input consists of several cases, each with three natural numbers $x, y$ and $n$. Assume that both $x$ and $y$ do not exceed 1000, that $y$ is odd (for the sequence to have some interest), and that the initial $n$ is not larger than $10^{6}$.

## Output

For every case, print the length of the cycle, or the first number that strictly exceeds $10^{6}$.

## Sample input

```
1 5 8
0 5 0
10 11 3
7 36
1 999 1000000
4 3 3 8 0 5 2 1 5 4 7 6
0 1 333333
```


## Problem information

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Generation : 2016-12-13 09:57:05
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```
Sample output
3
1
1
35
1501002
490
3
```

