

# Code-Rätsel

Alle Codeausschnitte stammen aus den Einsendungen der ersten Runde 2015.

## Codeausschnitt 1

Was macht dieser Code? Wie kann man ihn schöner und schneller machen?

```
for (int k=2; k<=n; k++){
    for (int m=1; m<=k-1; m++) {
        if (a[k].size()<a[m].size()){
            c=a[k];
            a[k]=a[m];
            a[m]=c;
        }
    }
}
```

## Codeausschnitt 2

Was macht dieser Code? Wie kann man ihn schöner und schneller machen?

```
int suche(long int o,vector<long int>e1)
{
    for(int x(0);x<e1.size();x++)
    {
        if(e1[x]==o)
            return x;
    }
}
```

## Codeausschnitt 3

Was macht dieser Code? Wie kann man ihn schöner und schneller machen?

```
int ifin(char * a,char * b){
    int z=0;
    if(strlen(a)>strlen(b))swap(a,b);
    for(int i=0;i<strlen(b);i++){
        if (b[i]==a[z])z++;
        if (z==strlen(a))return 1;
    }
    return 0;
}
```

## Codeausschnitt 4

Was ist seltsam?

```
max=0;
for(int j=0;j<m;j++){
    scanf("%d",&n[j]);
    max+=n[j];
}
```

## Codeausschnitt 5

Wie kann man diesen Code schöner machen?

```
for (int j = 0; j < q; j++)
{
    for (; k < p && l == 0; k++)
    {
        if (B[j] == A[k])
        {
            l = 1;
            counter += 1;
        }
    }
    l = 0;
}
```

## Codeausschnitt 6

Verkürze auf 4 Zeilen:

```
if(p+1 == jurte[p]){
}
else{
    found = false;
    int search = p;
    while(found == false){
        search++;
        if(p+1 == jurte[search]){
            int a=jurte[p];
            jurte[p]=jurte[search];
            jurte[search]=a;

            cout << " " << p+1 << " " << search+1;
            found = true;
        }
    }
}
```

## Codeausschnitt 7

Wie Code-Duplikation vermeiden?

```
for (int k=1; k<=m; k++){
    if ((a[k]==rest[ind]) && (c[b[k]]==0)){
        c[b[k]]=c[rest[ind]]%2+1;
        v+=1;
        rest[v]=b[k];
    }
    if ((b[k]==rest[ind]) && (c[a[k]]==0)){
        c[a[k]]=c[rest[ind]]%2+1;
        v+=1;
        rest[v]=a[k];
    }
}
```

## Codeausschnitt 8

Verkürze auf 6 Zeilen:

```
int p=0;
while(true){
    if(y[p]==p){
        ++p;
        if(p>=n){
            break;
        }
        continue;
    }
    cout<<p+1<<" "<<y[p]+1<<" ";
    tmp = y[y[p]];
    y[y[p]] = y[p];
    y[p] = tmp;
}
```

## Codeausschnitt 9

Verkürze auf 6 Zeilen:

```
int t, n1, n2;
cin>>t;
int result[t];

for(int x=0;x<t;x++){
    cin>>n1>>n2;

    if((n1+n2)/2>=n1 && (n1+n2)/2>=n2){
        result[x] = 1;
    }else{
        result[x] = 0;
    }
}

for(int x=0;x<t;x++){
    if(result[x]==1){
        cout<<"Case #"<< x+1 <<": POSSIBLE\n";
    }else{
        cout<<"Case #"<< x+1 <<": IMPOSSIBLE\n";
    }
}
```

## Codeausschnitt 10

Verwende die Range-based-for-Schleife und verkürze auf 7 Zeilen:

```
set<int>::iterator it = times.begin();
int start=-1;
int count = 0;
for(unsigned int j=1;j<times.size();j++){
    for(unsigned int k=0;k < schwings.size();k++){
        if(schwings[k].isPlaying(*it)){
            count++;
            if(start==-1){
                start=*it;
            }
            break;
        }
    }
    it++;
}
cout << count << " " << start << endl;
```

## Codeausschnitt 11

Schreibe lesbar:

```
side.at((*j).first-1) == -1?
    side.at((*j).second-1) == -1?
        side.at((*j).first-1) = Left,
        side.at((*j).second-1) = Right:
        side.at((*j).second-1)?
            side.at((*j).first-1) = Left:
            side.at((*j).first-1) = Right:
            side.at((*j).first-1)?side.at((*j).second-1) = Left:
            side.at((*j).second-1) = Right;
```

Hinweis:

```
#define Right 1
#define Left 0
```

Tipp: 4 Zeilen ohne ternärer Operator möglich

## Codeausschnitt 12

Verkürze!

```
// void shortenFile(vector<Wave> &waves){
sort(waves.begin(), waves.end(), isSooner);
vector<Wave> file;
file.push_back(waves[0]);
size_t lastIndex = 0;
// merge all waves together
for (size_t wi = 1; wi < waves.size(); wi++){
    bool inserted = false;
    for (size_t fi = lastIndex; fi < file.size(); fi++){
        if (waves[wi].start == file[fi].start){
            if (waves[wi].end == file[fi].end){
                file[fi].merge(waves[wi]);
                inserted = true;
                break;
            }
        }
        else if(waves[wi].end > file[fi].end){
            file[fi].merge(waves[wi]);
            waves[wi].start = file[fi].end;
        }
        else{
            waves[wi].merge(file[fi]);
            file[fi].start = waves[wi].end;
            file.insert(file.begin() + fi, waves[wi]);
            inserted = true;
            break;
        }
    }
}
else if (waves[wi].start < file[fi].start){
    if (waves[wi].end == file[fi].end){
        file[fi].merge(waves[wi]);
        waves[wi].end = file[fi].start;
        file.insert(file.begin() + fi, file[fi]);
        inserted = true;
        break;
    }
    else if (waves[wi].end > file[fi].end){
        file[fi].merge(waves[wi]);
        Wave b = waves[wi].split(file[fi].start);
        waves[wi].start = file[fi].end;
        file.insert(file.begin() + fi, b);
    }
}
else{
    Wave ob = file[fi].split(waves[wi].end);
    ob.merge(waves[wi]);
    file.insert(file.begin() + fi, ob);
    waves[wi].end = ob.start;
    file.insert(file.begin() + fi, waves[wi]);
    inserted = true;
    break;
}
}
else {
    if (waves[wi].end == file[fi].end){
        Wave ob = file[fi].split(waves[wi].start);
        file[fi].merge(waves[wi]);
        file.insert(file.begin() + fi, ob);
        inserted = true;
        break;
    }
    else if (waves[wi].end > file[fi].end){
        Wave ob = file[fi].split(waves[wi].start);
        file[fi].merge(waves[wi]);
        file.insert(file.begin() + fi, ob);
        waves[wi].start = file[fi].end;
    }
}
else{
    waves[wi].merge(file[fi]);
    Wave ob = file[fi].split(waves[wi].end);
    ob.end = waves[wi].start;
    file.insert(file.begin() + fi, waves[wi]);
    file.insert(file.begin() + fi, ob);
    inserted = true;
    break;
}
}
}
if (!inserted){
    file.push_back(waves[wi]);
}
}
```