

[codingame](#), [descent](#)

[codingame] The Descent

SOLVE IT

가 .

.

Kirk Spock

:

“ ”

가? “The Labyrinth” .

,

가 .

■

```
while (1) {
    chomp($tokens=<STDIN>);
    ($SX, $SY) = split(/ /,$tokens);
    print STDERR "SX:",$SX,"\tSY",$SY,"\n";
    for(my $i=0; $i<8; $i++) {
        chomp($MH = <STDIN>); # 9 0
        print STDERR "MH:",$MH,"\n";
    }
    # Write an action using print
    # To debug: print STDERR "Debug messages...\n";

    print "HOLD\n"; # FIRE, HOLD
}
```

Let's destroy those mountains to secure our landing...

```
Height of mountain 0 : 0
Height of mountain 1 : 0
Height of mountain 2 : 0
Height of mountain 3 : 9
Height of mountain 4 : 0
Height of mountain 5 : 0
Height of mountain 6 : 0
Height of mountain 7 : 0
```

Standard Error Stream:

SX:0 SY10

MH:0

MH:0

MH:0

MH:9

MH:0

MH:0

MH:0

MH:0

Standard Output Stream:

HOLD

가 , 가 "FIRE" .

, 가 "FIRE"

.

- 1.
- 2. 가
- 3. ,

8

1Km

8

Km 가

```

select(STDOUT); $| = 1; # DO NOT REMOVE

# Auto-generated code below aims at helping you parse
# the standard input according to the problem statement.

# game loop
while (1) {
    chomp($tokens=<STDIN>);
    ($SX, $SY) = split(/ /,$tokens);
    print STDERR "SX:",$SX,"\tSY",$SY,"\n";
    @m = ();

    for(my $i=0; $i<8; $i++) {
        chomp($MH = <STDIN>); # represents the height of one mountain, from
6 to 0. Mountain heights are provided from left to right.
        print STDERR "MH:",$MH,"\n";

        push@m,$MH;
    }

    $highest_idx = 7;

    for ($i=0; $i < $#m; $i++){
        if ($m[$i] > $MH) {
            $highest_idx = $i;
            $MH = $m[$i];
        }
    }

    print STDERR "HIGHEST idx:",$highest_idx,"\n";

    # Write an action using print
    # To debug: print STDERR "Debug messages...\n";
    if ($SX == $highest_idx) {
        print "FIRE\n";
    }
    else{
        print "HOLD\n"; # either: FIRE (ship is firing its phase cannons)
or HOLD (ship is not firing).
    }
}

```

Plugin Backlinks:

From:

<https://jace.link/> - **Various Ways**

Permanent link:

<https://jace.link/open/the-descent>

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