

Northern Michigan University (Marquette Co, MI)

CS 422-01-25W: Algorithms: Design And Analysis

Program 5

Due: Wednesday 9 April 2025 9:00 A.M. EDT

Create a folder called “PG5” in the top level of your CS422-01-25W folder. Place all files pertaining to this assignment into the top level of your PG5 folder. Place a (possibly empty) file called “DONE” into this folder when you are ready to have your programs graded. The only files you need to turn in are the .java files. Please don't turn in any files other than these!! The main file must be named PG5.java .

Go to the website pertaining to the 2013 NMU Programming Contest:
<http://philos.nmu.edu/NMUCONTEST14/index.html> and do Problem 6: Dungeons And Kine .
You will need to use BigIntegers and HashMaps to compute the answer.

Your main class should be called PG5.java . Read from the input file PG5.in and write to the output file PG5.out .