

1 Zerg Player

A Zerg player wants to produce an army to fight against Protoss in early game, and he wants to have a small army which consumes exactly 10 supply. And he has the following choices:

- Zerglings: consumes 1 supply
- Hydralisk: consumes 2 supply
- Roach: consumes 2 supply

How many different compositions can the player's army have? Note that Zerglings are indistinguishable, as are Hydralisks and Roachs.

2 Strings

What is the number of strings you can construct given:

- n ones, and m zeroes?
- n_1 A's, n_2 B's and n_3 C's?
- n_1, n_2, \dots, n_k respectively of k different letters?

3 Counting Game

RPG games are all about explore different mazes. Here is a weird maze: there are 2^n rooms, where each room is the vertex on a the n -dimensional hypercube, labeled by a n bit binary string.

For each room, there are n different doors, each door corresponding to an edge on the hypercube. If you are at room i , and choose door j , then you will go to room $i \oplus 2^j$ (flips the $j + 1$ -th bit in number i).

- How many different shortest path are there from room 0 to room $2^n - 1$?

- (b) How many different paths of $n + 2$ steps are there to go from room 0 to room $2^n - 1$?
- (c) If $n = 8$, how many different shortest paths are there from room 0 to room 63 that pass through 3 and 19?