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The Virtual Learning Environment for Computer Programming

## Path on a board

Consider an  $n \times n$  board, where *n* is odd. From each cell, we can move to any of its (at most) four horizontally or vertically adjacent cells. For each cell, we have to pay a certain positive cost when we go through it. Compute the minimum cost of going from the center of the board to any cell on its periphery.

### Input

Input consists of several cases, each with n, followed by an  $n \times n$  matrix. You can assume that n is an odd number between 1 and 499, and that all costs are integer numbers between 1 and 1000.

## Output

For every case, print the minimum cost to go from the middle of the board to any cell on the edge of the board.

### Sample input

1 42	2									
3 1 4 7	2 5 8	3 6 9								
9										
999			1	999	999	999	999	999	999	999
999			2	999	6	5	4	3	2	999
999			3	999	7	999	999	999	1	999
999			4	999	8	999	999	999	9	999
999			5	999	9	1	999	999	8	999
999		6		999	999	999	999	999	7	999
999		7		999	999	999	999	999	6	999
999		8		9	1	2	3	4	5	999
999		99	99	999	999	999	999	999	999	999

### **Problem information**

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## Sample output

42 7 136