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| 部　　　門 | **競　技　部　門** | No.1 登録番号 |  |

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| **No.2** |

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| 問題分析 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 設計 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 実装 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 試用・トレーニング |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

1) 予定開発期間：◯ヶ月2) 予定開発人数：◯人 |
| **No.3** | 実現方法 |
| 1) フィールド上のペアを多く作るアルゴリズム |
|  |
| 2) 導きの手数を少なくする工夫 |
|  |
| 3) その他（独創的なところ） |
|  |
| **No.4** | 開発環境 |
| **第36回 全国高等専門学校 プログラミングコンテスト：松江大会** |