

```
#include <iostream>
#include <cstdio>
#include <cstdlib>
#include <cstring>
#include <string>
#include <vector>
#include <algorithm>
#include <set>
#include <map>
#include <cmath>
#include <ctime>
#include <functional>
#include <sstream>
#include <fstream>
#include <valarray>
#include <complex>
#include <queue>
#include <cassert>
#include <bitset>
using namespace std;

#ifdef LOCAL
#define debug_flag true
#else
#define debug_flag false
#endif

#define dbg(args...) { if (debug_flag) { _print(_split(#args, ',').begin(), args);  
    cerr << endl; } else { void(0); } }

vector<string> _split(const string& s, char c) {
    vector<string> v;
    stringstream ss(s);
    string x;
    while (getline(ss, x, c))
        v.emplace_back(x);
    return v;
}

void _print(vector<string>::iterator) {}
template<typename T, typename... Args>
void _print(vector<string>::iterator it, T a, Args... args) {
    string name = it->substr((*it)[0] == ' ', it->length());
    if (isalpha(name[0]))
        cerr << name << " = " << a << " ";
    else
        cerr << name << " ";
    _print(++it, args...);
}

#ifdef LOCAL
#define eprintf(...) fprintf(stderr, __VA_ARGS__)
#else
#define eprintf(...) 42;
#endif
```

```
typedef long long int int64;
```

```
const int N = (int)2e5;
```

```
const int K = 15;
```

```
int n;
```

```
int a[N];
```

```
bool good_dp[N];
```

```
int good_cnt;
```

```
bool good(int i)
```

```
{
```

```
    if (i == n - 1)
```

```
        return true;
```

```
    if (i % 2 == 0)
```

```
        return a[i] < a[i + 1];
```

```
    return a[i] > a[i + 1];
```

```
}
```

```
void update(int i)
```

```
{
```

```
    if (good(i))
```

```
    {
```

```
        if (!good_dp[i])
```

```
        {
```

```
            good_dp[i] = true;
```

```
            good_cnt++;
```

```
        }
```

```
    }
```

```
    else
```

```
    {
```

```
        if (good_dp[i])
```

```
        {
```

```
            good_dp[i] = false;
```

```
            good_cnt--;
```

```
        }
```

```
    }
```

```
}
```

```
void do_swap(int i1, int i2)
```

```
{
```

```
    swap(a[i1], a[i2]);
```

```
    for (int dx = -1; dx <= 1; dx++)
```

```
    {
```

```
        if (0 <= i1 + dx && i1 + dx < n)
```

```
            update(i1 + dx);
```

```
        if (0 <= i2 + dx && i2 + dx < n)
```

```
            update(i2 + dx);
```

```
    }
```

```
}
```

```
int main()
```

```
{
```

```
#ifdef LOCAL
```

```
    freopen("input.txt", "r", stdin);
```

```
#endif
```

```
scanf("%d", &n);
for (int i = 0; i < n; i++)
    scanf("%d", &a[i]);

vector<int> cand_list;
cand_list.reserve(3 * n);
for (int i = 0; i < n; i++)
{
    update(i);
    if (!good(i))
    {
        cand_list.push_back(i);
        if (i - 1 >= 0)
            cand_list.push_back(i - 1);
        if (i + 1 < n)
            cand_list.push_back(i + 1);
    }
}

sort(cand_list.begin(), cand_list.end());
cand_list.erase(unique(cand_list.begin(), cand_list.end()), cand_list.end());

if ((int)cand_list.size() > K)
{
    printf("0\n");
    return 0;
}

vector<pair<int, int> > ans_list;
ans_list.reserve(3 * n);
for (int i1 : cand_list)
{
    for (int i2 = 0; i2 < n; i2++)
    {
        do_swap(i1, i2);
        if (good_cnt == n)
            ans_list.emplace_back(i1, i2);
        do_swap(i1, i2);
    }
}

for (auto &p : ans_list)
    if (p.first > p.second)
        swap(p.first, p.second);

sort(ans_list.begin(), ans_list.end());
ans_list.erase(unique(ans_list.begin(), ans_list.end()), ans_list.end());

int ans = (int)ans_list.size();

printf("%d\n", ans);

return 0;
}
```