징검다리 건너기

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References

https://school.programmers.co.kr/learn/courses/30/lessons/64062

References
1. Two Pointer(효율성X)
2. Heap

1. Two Pointer(효율성X)

```
import collections

def solution(stones, k):
    queue = collections.deque(stones[:k])
    stones = collections.deque(stones[k:])
    max_stone = max(queue)
    cnt = max_stone

    while stones:
        stone = stones.popleft()
        queue.append(stone)
        if len(queue) > k:
            q = queue.popleft()
            if max_stone == q:
                max_stone = max(queue)
            elif max_stone <= stone:
                max_stone = stone
                queue = collections.deque([queue[-1]])
        else:
            max_stone = max(max_stone, stone)
```

```
        cnt = min(cnt, max_stone)

    return cnt
```

2. Heap

```
import heapq

def solution(stones, k):
    heap = []
    cnt = float("inf")
    for i in range(k - 1):
        heapq.heappush(heap, (-stones[i], i))

    for i in range(k - 1, len(stones)):
        heapq.heappush(heap, (-stones[i], i))
        while heap[0][1] < i - k + 1:
            heapq.heappop(heap)
        cnt = min(cnt, -heap[0][0])

    return cnt
```