도둑질

# Index	42897	
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: Tags	Dynamic Programming	Python
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References

```
https://school.programmers.co.kr/learn/courses/30/lessons/42897
```

References

1. Dynamic Programming

1. Dynamic Programming

```
def solution(money):
    dp_front = money[:]
    dp_tail = money[:]

for i in range(1, len(money) - 1):
        if i > 1:
            dp_front[i] = max(dp_front[i - 1], dp_front[i - 2] + money[i])
        else:
            dp_front[i] = max(dp_front[0], money[i])

for i in range(2, len(money)):
    if i > 2:
        dp_tail[i] = max(dp_tail[i - 1], dp_tail[i - 2] + money[i])
    else:
        dp_tail[i] = max(dp_tail[1], money[i])

return max(dp_front[-2], dp_tail[-1])
```

도둑질 1