5

Firstly, I arranged the beads as dispersedly as possible. Then, I calculated the “penalty” for each type of arrangement and found the one with the least “penalty”.

Please see the source codes for details.

1）

Input

5 (The scale of the matrix)

2 (The number of the colors)

R 13 (The color and the number of the beads in it)

B 12

-----------------------------------------

Output

No.1

R B R B R

B R B R B

R B R B R

B R B R B

R B R B R

2）