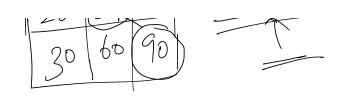


N-3



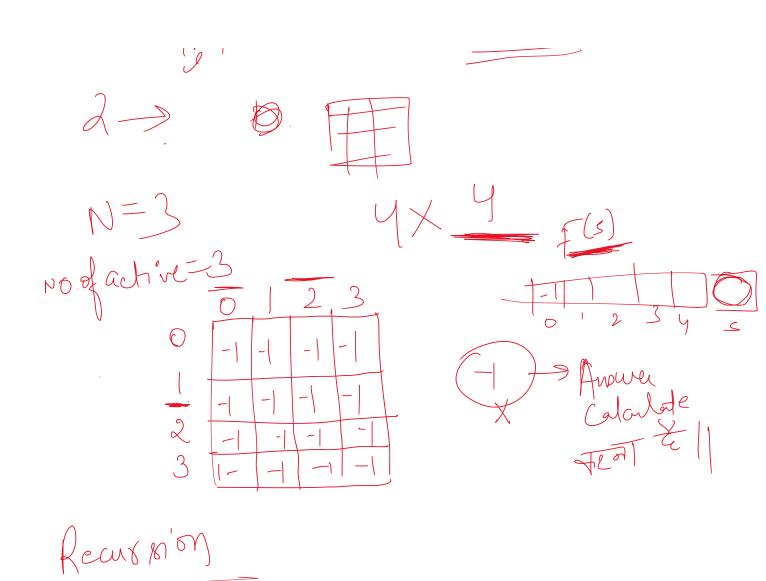
int solve (int no of days, vector (int))}

if (no of days = = 0) return 0; action, int preuday

ant maxi = INT = min;

action to activity forcit j= 0°, 2<3°, 1°++) { if (prev-day-activity ==i) // Activity perform maxi = max(raxi, solve (no_of-days-1, acti (no_of-days-1)[i])

return maxio Top to Bottom 1) Choice Diogram
2) Bon (an Asidat veriable to Rearrhive calls & Change Et Le 21 37 2 Dimension For 0. P. ANA 45 A TI



int solve(int no_of_day, vector<vector<int>> &acti, int activity_of_previous_day){
 if(no_of_day == 0){
 return 0;
 }

int maxi = INT_MIN;
 for(int i = 0;i < 3;i++){
 if(i == activity_of_previous_day){
 continue;
 }
 maxi = max(maxi,solve(no_of_day-1,acti,i) + acti[no_of_day-1][i]);
 }
 return maxi;</pre>

 $T.C-O\left(\frac{2^{m}}{2^{m}}\right)$ 5.C-O(N)

Recursion Barl Core

Recursion Barl Cone p zujtialize fa(intiz1; 1'En; 1) } Rearnive I Awrill will be present on the starting values of changing variable in generative calls.

20 0 0 0

