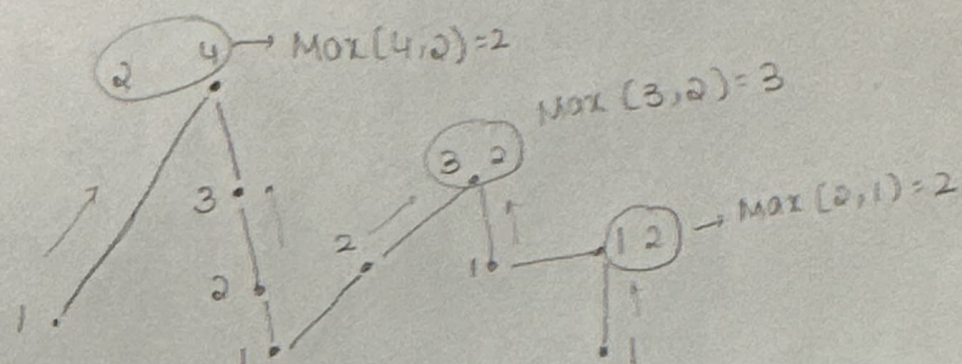


Ex: 1 4 3 2 1 2 3 2 2 1



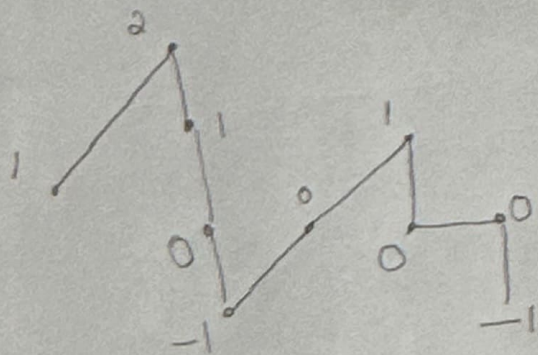
→ we Try to provide maximum cookie for highest rating

At the peak, we take maximum candies.

Since both neighbors arent of some length, we choose the One which will have max value.

Problem that will happen if we continue the count

→ -1, 0 is not allowed, Everyone should get atleast 1 candy, so the above solution works

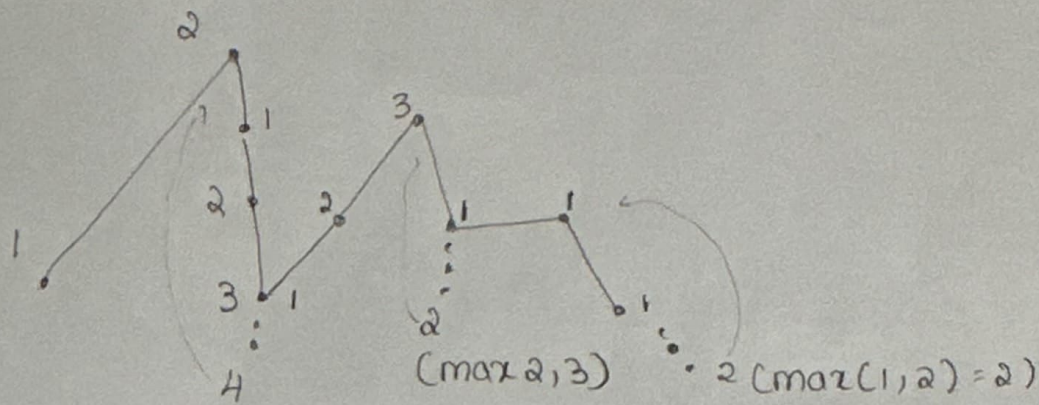


$$\text{Sum of candies} = 1 + 4 + 3 + 2 + 1 + 2 + 3 + 1 + 2 + 1 = \underline{20}$$

Problem 2

While coding, we will not know, where the next deepest point is to start the count backwards

solution: Flip the backward count



(Tip should be $\max(4, 2)$)

Sum of candies = $1 + 4 + 1 + 2 + 3 + 1 + 2 + 3 + 1 + 2 + 1 = \underline{20}$

* Everytime we are at the steepest point, we compare our tip, to make sure it has the max value

* For peak

- we first increase the value

- Calculate sum, because every upward hill

should get more candy than previous.

* For down

- we calculate sum first

- Then Increase the depth count, cause every

downhill should get fewer candies than the previous