Kkmm

static int MaxPath(int[,] mat)

{

int[,] m = new int[mat.GetLength(0) + 1, mat.GetLength(1) + 1];

for (int i = 1; i < (mat.GetLength(0) + 1); i++)

{

for(int j=1;j<(mat.GetLength(1)+1);j++)

{

m[i,j] = mat[i - 1, j - 1];

}

}

int [,]d=new int[mat.GetLength(0) + 1, mat.GetLength(1) + 1];

for (int i = 0; i < (mat.GetLength(0)); i++)

{

for (int j= 0; j < (mat.GetLength(1) ); j++)

{

if ((m[i+1, j+1] + 1 == m[i - 1+1, j+1]) || (m[i+1, j+1] - 1 == m[i - 1+1, j+1]))

{

if (i == 0)

d[i, j] = 1;

else

d[i, j] = d[i - 1, j] + 1;

}

else

{

if ((m[i+1, j+1] + 1 == m[i+1, j - 1+1]) || (m[i+1, j+1] - 1 == m[i+1, j - 1+1]))

{

if (j == 0)

d[i, j] = 1;

else

d[i, j] = d[i , j- 1] + 1;

}

else

d[i, j] = 1;

}

}

}

int max = 0;

for (int i = 0; i < (d.GetLength(0)); i++)

{

for (int j = 0; j < (d.GetLength(1)); j++)

{

if (d[i, j] > max)

max = d[i, j];

}

}

return max;

}

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