## 1. Number of ways to move the ball out of boundary

#### 2. Recursive function

```
Duplicate.py - C:\Users\sleva\Desktop\Duplicate.py (3.12.1)
                                                                                                                                                                         IDLE Shell 3.12.1
                                                                                                                                                Ele Edit Format Bun Options Window Help

def rob_linear(nums):
    if not nums:
        return 0
    if len(nums) == 1:
                                                                                                                                                                               Edit Shell Debug Options Window Help
Python 3.12.1 (tags/v3.12.1:2305ca5, Dec 7 2023, 22:03:25) [MSC v.1937
64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
                                                                                                                                                                              = RESTART: C:\Users\sleva\Desktop\Duplicate.py
The max money you can rob without alerting police : 3
The max money you can rob without alerting police : 4
                 return nums[0]
       dp = [0] * len(nums)
dp[0] = nums[0]
dp[1] = max(nums[0], nums[1])
       for i in range(2, len(nums)):
    dp[i] = max(dp[i-1], dp[i-2] + nums[i])
       return dp[-1]
 def rob(nums):
    if not nums:
       return 0
if len(nums) == 1:
    return nums[0]
       # Scenario 1: Exclude the last house
max1 = rob_linear(nums[:-1])
       # Scenario 2: Exclude the first house
max2 = rob_linear(nums[1:])
       # Return the maximum of both scenarios
return max(max1, max2)
 f Test cases
print("The max money you can rob without alerting police : ", rob([2, 3, 2]))
print("The max money you can rob without alerting police : ",rob([1, 2, 3, 1])
```

### 3. Non-Recursive Algorithm - I

# 4. Non-Recursive Algorithm - II

#### 5. Median-of Medians

#### 6. Kth smallest Element

# 7. Closest pair of points

#### 8. 4-sum