

```
int worstCounter = 0;
          best = score[0];
          worst = score[0];
          for (int i = 1; i < score.length; i++) {
              if (score[i] < worst) {</pre>
                  worst = score[i];
                  worstCounter++;
              if (score[i] > best) {
                  best = score[i];
                  bestCounter++;
          System.out.println(bestCounter + " " + worstCounter);
  }
Set by AllisonP
Problem Setter's code:
Java (Multiple Variables)
  import java.util.*;
  public class Solution {
      public static String solve(int[] scores) {
          // Set initial score
          int min = scores[0];
          int max = min;
          // Variables to track number of broken records
          int minCount = 0:
          int maxCount = 0;
          // Tally number of broken records
          for (int i = 1; i < scores.length; i++) {
              // Temp var to hold score for current record
              int current = scores[i];
              // Check if breaking a max record
              if (current > max) {
                  max = current;
                  maxCount++;
              // If not breaking a max record, check if breaking a min record
              else if (current < min) {
                  min = current;
                  minCount++;
          }
          // Return number of broken records in the correct order
          return maxCount + " " + minCount;
      public static void main(String[] args) {
          Scanner in = new Scanner(System.in);
          int n = in.nextInt();
          int[] score = new int[n];
          for(int score_i=0; score_i < n; score_i++){</pre>
              score[score_i] = in.nextInt();
          in.close();
          System.out.println(solve(score)):
  }
Java (Tree)
  import java.util.*;
  class Solution {
      public class Record {
          private int score;
```

```
public Record left;
        public Record right;
              A best or worst score record.
              @param The record's score.
        public Record(int score) {
             this.score = score;
             this.left = null;
            this.right = null;
        /**
              Checks for and inserts new records.
              <code>@param</code> score The score for the (potential) new best or worst record.
        public void insert(int score) {
            if (score < this.score) {
                 if (this.left == null) {
                     this.left = new Record(score);
                 else {
                     this.left.insert(score);
             else if (score > this.score) {
                 if (this.right == null) {
                     this.right = new Record(score);
                 else {
                     this.right.insert(score);
            }
        }
             @return The number of times the worst record was broken (edges in left branch of
        public int depthLeft() {
            System.err.println("Worst Record: " + this.score);
             return (this.left == null) ? 0 : (1 + this.left.depthLeft());
              @return The number of times the best record was broken (edges in right branch of
        public int depthRight() {
            System.err.println("Best Record: " + this.score);
            return (this.right == null) ? 0 : (1 + this.right.depthRight());
    }
    public String solve(int[] scores) {
        Record root = new Record(scores[0]);
        for (int i = 1; i < scores.length; i++) {</pre>
            root.insert(scores[i]);
        // Return number of broken records in the correct order
return root.depthRight() + " " + root.depthLeft();
    public static void main(String[] args) {
        Scanner in = new Scanner(System.in);
        int n = in.nextInt();
        int[] score = new int[n];
        for(int score_i=0; score_i < n; score_i++){</pre>
            score[score_i] = in.nextInt();
        in.close();
        Solution s = new Solution();
        System.out.println(s.solve(score));
}
```

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