

- All
- Mine
- Followed

```
81     maxA = max(minZ * k, maxArea((s ? x + 1 : x),
82                                     (s ? y : y + 1), s, k + 1, minZ, m, memo));
83     }
84     memo[key] = maxA;
85     return maxA;
86 }
87
88 int max_land(int x, int y, bool s,
89             const vector<vector<int>> &m)
90 {
91     int r = 0;
92     unordered_map<MemoKey, int, MemoKeyHash> memo;
93
94     if (s && x >= 0 && y >= 0)
95     {
96         for (int i = x; i < m[y].size(); ++i)
97         {
98             r = max(r, maxArea(i, y, s, 1, 0, m, memo));
99         }
100         if (x == 0)
101         {
102             r = max(r, max_land(x, y - 1, s, m));
103         }
104         else
105         {
106             r = max(r, max_land(x - 1, y, !s, m));
107         }
108     }
109     else if (!s && y >= 0 && x >= 0)
110     {
111         for (int i = y; i < m.size(); ++i)
112         {
113             r = max(r, maxArea(x, i, s, 1, 0, m, memo));
114         }
115         if (y == 0)
116         {
117             r = max(r, max_land(x - 1, y, s, m));
118         }
119         else
120         {
121             r = max(r, max_land(x, y - 1, !s, m));
122         }
123     }
124     return r;
125 }
126 int main()
127 {
128     int m, n;
129     cin >> m >> n;
130     while (m != 0 || n != 0)
131     {
132         vector<vector<int>> grid(m, vector<int>(n));
133
134         for (int i = 0; i < m; ++i)
135         {
136             for (int j = 0; j < n; ++j)
137             {
138                 cin >> grid[i][j];
139             }
140         }
141
142         cout << max_land(n - 1, m - 1, true, grid) << '\n';
143         cin >> m >> n;
144     }
145     return 0;
146 }
```

mit Time

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