Brute force apprach: Again create a decision tree, but again before that it's important to notice that order of elements is not important. And the repitition of elements does not have a big

significance as. nums = [2,2,3,3,4]

removing one 3 will remove all 2 and 4: So we can collect all the points all at one 3x3=9

Therefore first remove duplicates and store the count in hashmap/dict.

[2,3,4] dict= {2:2,3:3,4:1}

2) Decision Tree

points collected =4 choose 2 x 2

But this will take 2" computation in worst case if there are no repitions. Beems like memorization cannot happen

here. Creation of recurrence relation (Another approach)

F(n) = max points at n

 $F(n) = max \left(F(n-1), F(n-2) + x * dict[n]\right)$

If x is choosen then points that can be earned is $F(n) = F(n-2) + (n \times dict[n]) = P(n)$ else it would be some as-F(n) = F(n-1)i. max should be choosen Base case can be created and it can be solved by using both memorization and tabulation technique. > But again above apprach doesn't consider the gaps between noms: for example. nums = [1, 3, 4, 10000] The above algorithm starts (top-down) with 10000 and goes till base case, many iterations are unnecessary. bottom-up (10000) = O(N + maximum number) > Sort the elements and iterate (more Efficient) nvms = [2,3,4] dict= $\{2:2\}$ DP can be applied this way dp= 4 9 9 max points fill dp[o:1] max poink till dp [0:2] max points Hill dp [0:3] dp[0] = nums[0] x dp[nums[0]) = 2x 2 = 4 dp[i] = max (dp[o], nums[i] x dp[nums[i])) = max(4, 9) = 9 Remember dplid camnot be choosen if dplod is choosen. as 2+1==3

- num[1] was not 3 then (>3) dp[i] = max (dp[o], dp[o] + nums[i] x dict[nums[i]]) -= A = max nums[i] x dict [nums[i]] + dp[i-2],

dp[i-1] f noms[i] == noms[i] +1 nums [i] x dict [nums [i]] +dp[i-1] else dpli] = max (A, B) - O(NlogN)