

nums1 [1, 1, 2, 1, 2]

1.

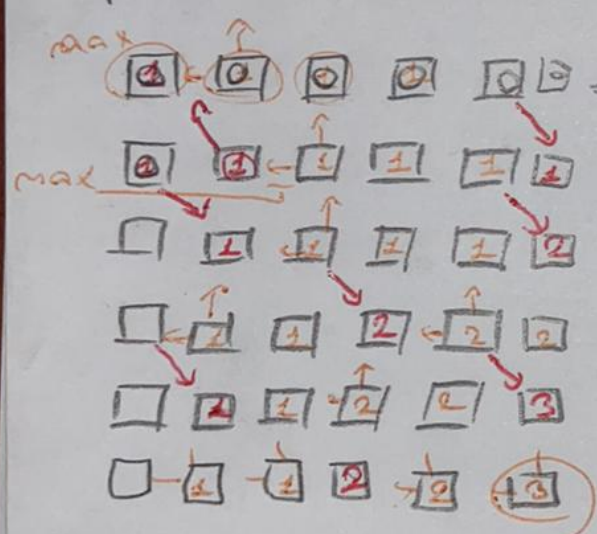
2.

nums2 [1, 3, 2, 3, 1]

esleç. $\begin{bmatrix} x \\ y \end{bmatrix}$ $? = x + 1$

parç. $\begin{bmatrix} x \\ y \end{bmatrix}$ $? = \max(x, y)$

dp [nums1.size()] [nums2.size()]



uzunluğu \rightarrow her eleman "0"

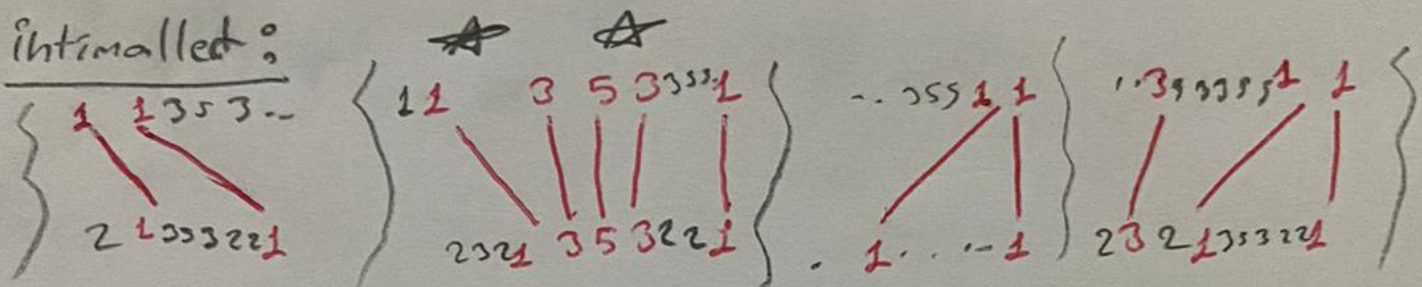
return dp[5][5]

output : 3

nums1 \rightarrow [1, 1, 3, 5, 3, 3, 5, 5, 1, 1]

nums2 \rightarrow [2, 3, 2, 1, 3, 5, 3, 2, 2, 1]

İhtimalled:



//gezme algoritması hepsinde farklı fakat yalnızca çizgilerin çakışmaması ortak.