



# Joro the Rabbit

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✓ **Points:** 100 (partial)

⌚ **Time limit:** 0.3s

Java: 0.5s

Java 9: 0.5s

Kotlin: 0.5s

📄 **Memory limit:** 32M

Java: 32M

Java 9: 32M

Kotlin: 32M

✍ **Author:**

[doncho](#)

🏷 **Tags**

Arrays

⬆ **Difficulty**

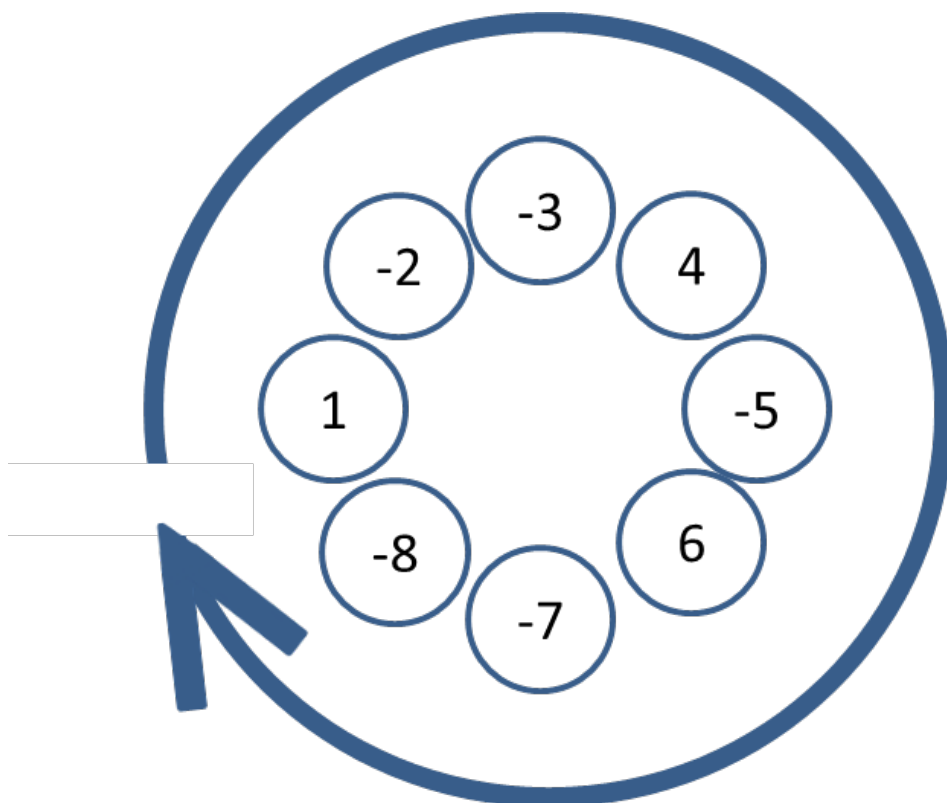
Easy

## Problem 2 – Joro the Rabbit

### Description

Joro is a rabbit. But he is no ordinary rabbit – he just loves to jump around. But jumping around without any precalculated direction is too ordinary, so he likes jumping in just a given direction and to make it more fun, the jumping is done in a circle. By given terrain, help Joro find longest fun and not ordinary route of jumps. You are given the terrain as sequence of numbers. The terrain should form a circle, so the last number is before the first, and the first is after the last.

Joro can enter the terrain from every position, jump only on numbers larger than the one he is on, only in direction left-to-right and with the same step. Joro's jumping steps range from 1 to the size of the terrain. Joro cannot jump on position that he already visited.



\_Example\_:

In the sample above, the best route is -7, -5, -3, 1 with length 4 and step 6.

Input

Read from the standard input

0 On the first line you will be given the terrain- numbers separated with “, ” (comma and space).

Output

Print on the standard output

- The output should contain the maximal number of positions visited by Joro, using any of the possible steps.

Constraints

- The numbers in the terrain will be between 1 and 2 500 inclusive.
- Each of the numbers in the terrain will be between -1000 and 1000

Sample Tests

Input

1, -2, -3, 4, -5, 6, -7, -8

Copy

Output

4

Copy

Input

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 0

Copy

Output

11

Copy

Input

1, 1, 1

Copy

Output

1

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Comments

^	1
▼	



donch  
commented 5 months ago ← edited 9

Нека не пускаме решения тук, дори и и само по идея



0



georgievgeorg  
commented 5 months ago 9

Зайчето ми скача много бавно на два от тестовете /21 и 22/. Опитах да задавам приоритетно като първи за проверка позициите с по ниски стойности, като предположих че те би трябвало да са начални защото логично биха могли да осигурят по дълга поредица от скокове, но не стана по-бързо... а само по-грешно :)