

Coding Area 00 Hr 00 Min 00 Sec C D E Guidelines **Coding Area** Hop Game Editor | Compile & Run History - Problem Description **Submissions** Dr Felix Kline, the Math teacher at Gauss School introduced the following game to teach his students problem solving. He places a series of "hopping stones" (pieces of paper) in a Feedback Form line with points (a positive number) marked on each of the stones Result stone. In this case, they get twice the points marked on the stone they land but do not get the points marked on the stone they jumped over. Dashboard points of the stone they land on, but not the points of the stone they jump over. Granhs to determine the maximum score possible. - Constraints The number of stones in the sequences 30. - Input Format The first line contains N, the number of integers (this is a positive integer) The next line contains the N points (each a positive integer) separated by commas. These are the points on the stones in the order the stones are placed. - Output One integer representing the maximum score - Test Case - Explanation Example 1 Input 4,2,3 Output 10 Explanation There are 3 stones (N=3), and the points (in the order laid out) are 4,2 and 3 respectively. Example 2 Input Output 35

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Students start from one end and hop to the other end. One can step on a stone and ddd the number on the stone to their cumulative score or jump over a stone and land on the next

At most once in the journey, the student is allowed (if they choose) to do a "double jump" – that is, they jump over two consecutive stones - where they would get three times the

The teacher expected his students to do some thinking and come up with a plan to get the maximum score possible. Given the numbers on the sequence of stones, write a program

If we step on the first stone and skip the second to get 4 + 2 x 3 = 10. A double jump to the third stone will get only 9. Hence the result is 10, and the double jump is not used

Explanation

N=6, and the sequence of points is given. One way of getting 35 is to start with a double jump to stone 3 (3 x 6=18), go to stone 4 (7) and jump to stone 6 (10 points) for a total of 35. The double jump was used only once, and the result is 35.

Upload Solution [Question : E]

I, akshat singhal confirm that the answer submitted is my own.

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