**CS/IV/18-21**

#include<iostream>

#include<algorithm>

using namespace std;

struct problem

{

int L;

bool T;

};

bool increasing(problem i,problem j)

{

return (i.L<j.L);

}

class contest

{

int N,K,imp;

problem \*P;

public:

contest()

{

imp=0;

}

void getData();

void luckCounter();

};

void contest::getData()

{

cin>>N>>K;

P=new problem[N];

for(int i=0;i<N;i++)

{

cin>>P[i].L;

cin>>P[i].T;

if(P[i].T)

imp++;

}

}

void contest::luckCounter()

{

sort(P,P+N,increasing);

int luck=0;

int attempt=imp-K;

for(int i=0;i<N;i++)

{

if(P[i].T)

{

if(attempt>0)

{

luck-=P[i].L;

attempt--;

}

else

{

luck+=P[i].L;

}

}

else

{

luck+=P[i].L;

}

}

cout<<luck<<"\n";

}

int main()

{

contest C;

C.getData();

C.luckCounter();

return 0;

}