

# Get Lucky

## ZPRAC-16-17-Lab11

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Get Lucky

[40 Marks]

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ANNOUNCEMENT:

10% marks will be allotted for using dynamic memory allocation (using malloc)

Up to 20% marks will be allotted for good programming practice. These include

- Comments for non trivial code
  - Indentation: align your code properly
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You are preparing for a big programming contest which is preceded by  $N$  small programming contests. You want to maximize your luck balance before the big contest.

You are given an array  $L=[l_1, l_2, \dots, l_N]$ , which denotes the luck associated with each of the small programming contests.

You are also given another array  $T=[t_1, t_2, \dots, t_N]$  which denotes the importance of each small contest. Each element in  $T$  can take the value either 0 or 1. 0 indicates that the corresponding contest is not important and 1 indicates that the corresponding contest is important.

If you win a small programming contest  $i$  you lose  $l_i$  amount of luck.

if you lose a small programming contest  $i$  you gain  $l_i$  amount of luck.

Also you cannot lose more than  $K$  important contests.

Given the above mentioned scenario, find out the maximum amount of luck you can gain after all the small contests.

Input Format::

First line contains two space separated integers,  $N$  and  $K$

Each line  $i$  of the  $N$  subsequent lines contains two space-separated integers  $l_i$  and  $T_i$

respectively.

Output Format::

Print a single integer denoting the maximum amount of luck you can have after all the small contests

Example::

Input--

```
6 3
5 1
2 1
1 1
8 1
10 0
5 0
```

Output--

29

Explanation:

Here you can lose only 3 important contest. So you can maximize luck by only winning contest 3.

Total Luck=  $5+2-1+8+10+5=29$