using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace MaximalSequenceOfIncreasingElements

{

class Program

{

static void Main(string[] args)

{

Console.Write("n: ");

int arrayLength = int.Parse(Console.ReadLine());

int[] array = new int[arrayLength];

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

{

Console.Write("{0} = ", i + 1);

array[i] = int.Parse(Console.ReadLine());

}

int smallestNumber = int.MaxValue;

int smallIndex = 0;

List<int> MaximalSequence = new List<int>();

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

if (array[i] < smallestNumber)

{

smallestNumber = array[i];

smallIndex = i;

}

int placeholder = smallIndex;

MaximalSequence.Add(smallestNumber);

int placeholderTwo = new int();

while (smallIndex < arrayLength)

{

for (int i = smallIndex + 1; i < arrayLength; i++)

{

if (i == placeholder + 1 && smallestNumber != int.MaxValue)

smallestNumber = int.MaxValue;

if (array[i] < smallestNumber && array[i] > placeholderTwo)

{

smallestNumber = array[i];

smallIndex = i;

}

}

placeholder = smallIndex;

MaximalSequence.Add(smallestNumber);

placeholderTwo = smallestNumber;

if (arrayLength % 2 == 0)

if (placeholder + 1 == arrayLength - 1)

break;

if (placeholder + 1 == arrayLength)

break;

}

MaximalSequence.ForEach(Console.WriteLine);

}

}

}