

Marshall Eriksen's Dance-off

June 03, 2021

Overview

Little Marshall was bullied yesterday in the playing yard , as it's clear to everyone he loves dancing, so to come back at those bullies , he invites them to a dance-off, Rules of the dance-off are as follows:

- Each team is allowed to use n dancers in the battle.
- There is a dance floor which has more than or equal to $2n$ squares.
- Each square has a score that the dancer who's dancing on it will get for his/hers team.
- The score for the whole team is the sum of the scores that each of its dancers will get.
- **The 2 teams take turns in adding dancers to the floor** but there is a simple rule :
- **The new dancer can only dance next to an existing dancer, or next to the edge of the dance floor.**
- **Team Marshall will start first.**
- Match will continue until all the dancers are on the dance floor.

Let's see an example for better understanding, but for the record consider that:

() represents Marshall's team and () represents the bullies team.

In this example :

$n = 3$, number of squares on the dance floors = 6 and also scores of each square is specified below.

The Floor & Scores	5	7	3	4	4	6
Round 1	■					
Round 2	■	■				
Round 3	■	■				■
Round 4	■	■	■			■
Round 5	■	■	■	■		■
Round 6	■	■	■	■	■	■

At the end of this dance-off, team Marshall has a score of $5 + 4 + 6 = 15$, while the bullies have a score of $7 + 3 + 4 = 14$, so team Marshall wins. (Consider that the given example is not an optimal strategy).

Obviously, Marshall is the captain of the team so he should decide to send his dancers to a square that he thinks is better, Help Marshall to get the best score he can.

Goals

1. **Design a Dynamic Programming Algorithm** that can help Marshall win this battle .

How to take input?

Declare that :

- How many dancers are in the battle?
- How many squares does the dance floor have?
- What's the score of each square in the dance floor?

YOUR APPROACH WILL NOT BE ACCEPTED IF IT'S NOT DYNAMIC PROGRAMMING.