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The Virtual Learning Environment for Computer Programming

The greedy frog

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In a pond there are *n* stones 1, . . . , *n* in a row. A frog must go from stone 1 to *n*, in principle going consecutively through stones 2, 3, ... The problem is that the frog is very greedy, and it will not help eating all the flies around each stone that it visits. To avoid fattening too much, the frog can make up to *j* big forward jumps, each one over at most two stones (that is, from *i* it can jump, at most, up to i + 3). What is the minimum number of flies that the frog will eat?

Input

Input consists of several cases. Every case begins with *n* and *j*, followed by the number of flies around each stone (*n* natural numbers between 0 and 10^4). Assume $2 \le n \le 1000$, and $0 \leq j < n$.

Output

For every case, print the minimum number of flies that the frog will eat.

Sam	ple	input	
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Sample input		Sample output
2 0	23 33	56
2 1	23 33	56
4 0	100 42 3 1000	1145
4 1	100 42 3 1000	1100
3 1	10000 10000 10000	20000
5 1	1000 1000 0 1000 1000	3000
52	1000 1000 0 1000 1000	2000
54	1000 1000 0 1000 1000	2000

### **Problem information**

Author : Salvador Roura Translator : Salvador Roura Generation: 2024-05-02 16:57:54

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