

2202. Maximize the Topmost Element After K Moves

Description

You are given a **0-indexed** integer array `nums` representing the contents of a **pile**, where `nums[0]` is the topmost element of the pile.

In one move, you can perform **either** of the following:

- If the pile is not empty, **remove** the topmost element of the pile.
- If there are one or more removed elements, **add** any one of them back onto the pile. This element becomes the new topmost element.

You are also given an integer `k`, which denotes the total number of moves to be made.

Return *the maximum value of the topmost element of the pile possible after exactly `k` moves*. In case it is not possible to obtain a non-empty pile after `k` moves, return `-1`.

Example 1:

Input: `nums = [5,2,2,4,0,6], k = 4`

Output: `5`

Explanation:

One of the ways we can end with 5 at the top of the pile after 4 moves is as follows:

- Step 1: Remove the topmost element = 5. The pile becomes `[2,2,4,0,6]`.
- Step 2: Remove the topmost element = 2. The pile becomes `[2,4,0,6]`.
- Step 3: Remove the topmost element = 2. The pile becomes `[4,0,6]`.
- Step 4: Add 5 back onto the pile. The pile becomes `[5,4,0,6]`.

Note that this is not the only way to end with 5 at the top of the pile. It can be shown that 5 is the largest answer possible after 4 moves.

Example 2:

Input: `nums = [2], k = 1`

Output: `-1`

Explanation:

In the first move, our only option is to pop the topmost element of the pile.

Since it is not possible to obtain a non-empty pile after one move, we return `-1`.

Constraints:

- `1 <= nums.length <= 105`
- `0 <= nums[i], k <= 109`

