294. Flip Game II

Description

You are playing a Flip Game with your friend.

You are given a string `currentState` that contains only `'+'` and `'-'`. You and your friend take turns to flip **two consecutive** `"++"` into `"--"`. The game ends when a person can no longer make a move, and therefore the other person will be the winner.

Return `true` *if the starting player can* **guarantee a win**, and `false` otherwise.

Example 1:

```
Input: currentState = "++++"
Output: true
Explanation: The starting player can guarantee a win by flipping the middle "++" to become "+--+".
```

Example 2:

```
Input: currentState = "+"
Output: false
```

Constraints:

- `1 <= currentState.length <= 60`
- `currentState[i]` is either `'+'` or `'-'`.

Follow up: Derive your algorithm's runtime complexity.