

 Description

 Solution

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294. Flip Game II

Medium

 506

 47

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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 '-'.

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i C++

Autocomplete



```
1 class Solution {
2     public:
3         unordered_map<string, bool>mp;
4
5         bool canWin(string& s) {
6             int n = s.size();
7
8             if(mp.count(s)){
9                 return mp[s];
10            }
11
12            for(int i=0;i<n-1;i++){
13                if(s[i]==s[i+1] && s[i]=='+'){
14                    s[i] = '-';
15                    s[i+1] = '-';
16
17                    bool flg = false;
18                    if(canWin(s)==false){
19                        flg = true;
20                    }
21
22                    s[i] = '+';
23                    s[i+1] = '+';
24                    if(flg){
25                        mp[s] = true;
26                        return true;
27                    }
28                }
29            }
30            mp[s] = false;
31            return false;
32        }
33    };
34
```

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Console 

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