495. Teemo Attacking

Our hero Teemo is attacking an enemy Ashe with poison attacks! When Teemo attacks Ashe, Ashe gets poisoned for a exactly duration seconds. More formally, an attack at second t will mean Ashe is poisoned during the inclusive time interval [t, t + duration - 1]. If Teemo attacks again before the poison effect ends, the timer for it is reset, and the poison effect will end duration seconds after the new attack.

You are given a non-decreasing integer array timeSeries, where timeSeries[i] denotes that Teemo attacks Ashe at second timeSeries[i], and an integer duration.

Return the total number of seconds that Ashe is poisoned.

Example 1:

- **Input:** timeSeries = [1,4], duration = 2
- **Output:** 4
- **Explanation:** ***Teemo's attacks on Ashe go as follows:***
    - At second 1, Teemo attacks, and Ashe is poisoned for seconds 1 and 2.
    - At second 4, Teemo attacks, and Ashe is poisoned for seconds 4 and 5.

  Ashe is poisoned for seconds 1, 2, 4, and 5, which is 4 seconds in total.

Example 2:

- **Input:** timeSeries = [1,2], duration = 2
- **Output:** 3
- **Explanation:** ***Teemo's attacks on Ashe go as follows:***
    - At second 1, Teemo attacks, and Ashe is poisoned for seconds 1 and 2.
    - At second 2 however, Teemo attacks again and resets the poison timer. Ashe is poisoned for seconds 2 and 3.

  Ashe is poisoned for seconds 1, 2, and 3, which is 3 seconds in total.

Constraints:

- 1 <= timeSeries.length <= 10^4
- 0 <= timeSeries[i], duration <= 10^7
- timeSeries is sorted in non-decreasing order.