

**DAY: 13** 

# Frog Jump:

Problem Link: <a href="https://leetcode.com/problems/frog-jump/">https://leetcode.com/problems/frog-jump/</a>

Test Cases Passed: 52 / 52

Time Used: 40.20 + Editorial (Read Only)

**Difficulty Level: HARD** 

## Approach Used:

Creating a set containing all the nodes

- Creating a set of pairs according to which the positions with kth jump will failed

# CanCross():

- Traversing for all stones:
  - Inserting the stones/nodes into the main set
- Returning the dfs call to check if we can reach the stone from the 0th stone with 0th jump of k at start as dfs(0,0,stones)

#### DFS():

- Check if we are already at the end stone :
  - Return true
- Check if we are failed at the particular position with k jump position :
  - Return false
- Check if the set doesn't contain the position we are at ie. no stone there:
  - Return false
- Traverse for all the possible jumps (ie. K-1,K,K+1):
  - If jump is negative:
    - Continue as we don't want to go back in order to reach end
  - Else check if we can reach to the end using the dfs call with the element position, jump from position as dfs(position,jumpfromposition,stones):
    - Return true if we can reach
- Insert the position and the jump in the failed set as we can not reach end in this case
- Return false // as we cannot reach end in this case

## get\_next\_k():

- Return {k-1,k,k+1};

#### Solution:

```
set<pair<int, int>> failed;
unordered_set<int> Set;
bool canCross(vector<int>& stones) {
     for(auto x: stones)
     {
         Set.insert(x);
     return dfs(0,0,stones);
bool dfs(int pos,int k,vector<int>&stones)
    if(pos==stones.back())
     {
        return true;
     // check if the particular stone failed
     if(failed.find({pos,k})!=failed.end())
     {
         return false;
     // if we can see that pos is not in the unordered set
     if(Set.find(pos)==Set.end())
         return false;
     // checking for adjacent elements
     for(auto next_k:get_next_k(k))
         if(next_k<=0)continue;</pre>
         if(dfs(pos+next_k,next_k,stones))
         {
             return true;
         }
     failed.insert({pos,k});
     return false;
array<int, 3> get_next_k(int k)
    return {k-1,k,k+1};
```