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Training ticket

Session

ID: trainingJW5QA4-EN6 Time limit: 120 min.

Status: closed

Created on: 2016-06-19 17:34 UTC Started on: 2016-06-19 17:34 UTC Finished on: 2016-06-19 17:36 UTC

Tasks in test

1 | **:=** FrogJmp Submitted in: Java Correctness

100%

Performance

100%

Task score

100%

class Solution {

Test score @

100%

100 out of 100 points

1. FrogJmp

Count minimal number of jumps from position X to Y.

score: 100 of 100

Task description

A small frog wants to get to the other side of the road. The frog is currently located at position X and wants to get to a position greater than or equal to Y. The small frog always jumps a fixed distance, D.

Count the minimal number of jumps that the small frog must perform to reach its target.

Write a function:

class Solution { public int solution(int X, int Y,
int D): }

that, given three integers X, Y and D, returns the minimal number of jumps from position X to a position equal to or greater than Y.

For example, given:

X = 10

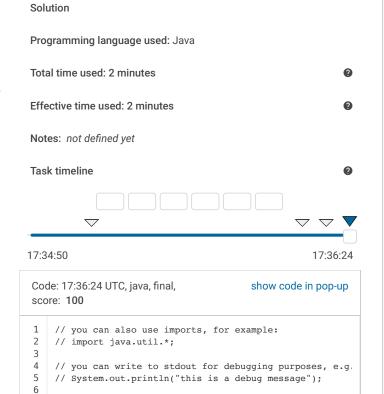
Y = 85

D = 30

the function should return 3, because the frog will be positioned as follows:

- after the first jump, at position 10 + 30 = 40
- after the second jump, at position 10 + 30 + 30 = 70
- after the third jump, at position 10 + 30 + 30 + 30 = 100

Assume that:



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- X, Y and D are integers within the range [1..1,000,000,000];
- X ≤ Y.

Complexity:

- expected worst-case time complexity is O(1);
- expected worst-case space complexity is O(1).

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```
public int solution(int X, int Y, int D) {
    int distance = Y - X;

double jumpsNeeded = (double) distance / D;
    return (int) Math.ceil(jumpsNeeded);
}
```

Analysis summary

The solution obtained perfect score.

Analysis

2

Detected time complexity: O(1)

expan	id all	Example tests	
•	example	∨ OK	
	example test		
expan	d all	Correctness tests	
	simple1	✓ OK	
	simple test		
	simple2	∠ OK	
	extreme_position no jump needed	∠ OK	
•	small_extreme_jum one big jump	p V OK	
expan	id all	Performance tests	
•	many_jump1 many jumps, D = 2	∠ OK	
•	many_jump2 many jumps, D = 99	∠ OK	
•	many_jump3 many jumps, D = 1283	∨ OK	
•	big_extreme_jump maximal number of jump	∨ OK s	
•	small_jumps many small jumps	∠ OK	

Training center