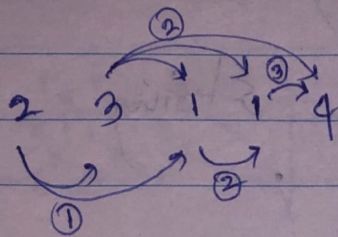
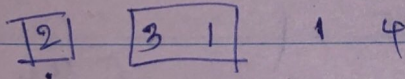


* Jump Game II



LP

$O(n)$
 $O(1)$



take max of each sets possible movements.
Then upto that place, take the max of next movement.

BFS using queue will take $O(n^2)$ & $O(n)$ complexity as we are considering each sub movement from next position to specified distance.