

Q Jump Game Minimum Steps :

Approach :

This approach uses:

- currentEnd : How far you can reach in the current jump.
- farthest : The farthest point you can reach overall.
- When you reach currentEnd, you increase your jump count.

Pseudocode:

jumps = 0
currentEnd = 0
farthest = 0

for i from 0 to N-2:
 farthest = max(farthest, i + J[i])

if i == currentEnd
 jump += 1
 currentEnd = farthest

if currentEnd < N-1: return -1
else return jumps.

Dryrun:

for input : $J = [2, 3, 1, 1, 4, 2]$

- Start at index 0 \rightarrow can jump to 1 or 2
choose farthest = 2
- First jump done (currentEnd = 2)
- For index 1 and 2 \rightarrow max reach is 4.

second jump (currentEnd = 4)

- For index 3 to 4 \rightarrow can reach 6 \rightarrow 3rd jump

return 3.