

Candidate Report: Anonymous

Test Name:

Summary Timeline

Test Score

100 out of 100 points

100%

Tasks in Test

	Time Spent ⓘ	Task Score
FrogRiverOne Submitted in: Java 8	28 min	100%

TASKS DETAILS

EASY	1. FrogRiverOne Find the earliest time when a frog can jump to the other side of a river.	Task Score	Correctness	Performance
			100%	100%

Task description

A small frog wants to get to the other side of a river. The frog is initially located on one bank of the river (position 0) and wants to get to the opposite bank (position X+1). Leaves fall from a tree onto the surface of the river.

You are given an array A consisting of N integers representing the falling leaves. A[K] represents the position where one leaf falls at time K, measured in seconds.

The goal is to find the earliest time when the frog can jump to the other side of the river. The frog can cross only when leaves appear at every position across the river from 1 to X (that is, we want to find the earliest moment when all the positions from 1 to X are covered by leaves). You may assume that the speed of the current in the river is negligibly small, i.e. the leaves do not change their positions once they fall in the river.

For example, you are given integer X = 5 and array A such that:

```
A[0] = 1
A[1] = 3
A[2] = 1
A[3] = 4
A[4] = 2
A[5] = 3
A[6] = 5
A[7] = 4
```

In second 6, a leaf falls into position 5. This is the earliest time when leaves appear in every position across the river.

Write a function:

```
class Solution { public int solution(int X, int[] A); }
```

Solution

Programming language used:	Java 8
Total time used:	28 minutes ⓘ
Effective time used:	28 minutes ⓘ
Notes:	not defined yet

Task timeline ⓘ



17:21:5617:49:45

Code: 17:49:45 UTC, java, final, [show code in pop-up](#)
score: 100

```
1 // you can also use imports, for example:
2 // import java.util.*;
3
4 // you can write to stdout for debugging purposes, e.g.
5 // System.out.println("this is a debug message");
6
7 class Solution {
8     public static int[] mem;
9 }
```

that, given a non-empty array A consisting of N integers and integer X, returns the earliest time when the frog can jump to the other side of the river.

If the frog is never able to jump to the other side of the river, the function should return -1.

For example, given X = 5 and array A such that:

A[0] = 1
A[1] = 3
A[2] = 1
A[3] = 4
A[4] = 2
A[5] = 3
A[6] = 5
A[7] = 4

the function should return 6, as explained above.

Write an **efficient** algorithm for the following assumptions:

- N and X are integers within the range [1..100,000];
- each element of array A is an integer within the range [1..X].

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```
10 public static int solution(int x, int[] a) {
11
12     mem = new int[x + 1];
13     for (int i = 0; i < mem.length; i++)
14         mem[i] = -1;
15
16     for (int i = 0; i < a.length; i++)
17         if (mem[a[i]] == -1 && a[i] < x +
18             mem[a[i]] = i;
19         }
20
21     for (int i = 1; i < x + 1; i++)
22         if (mem[i] == -1)
23             return -1;
24
25     int m = 0;
26     for (int i = 1; i < x + 1; i++)
27         if (mem[i] > m)
28             m = mem[i];
29
30     return m;
31 }
32
33 }
```

Analysis summary

The solution obtained perfect score.

Analysis ?

Detected time complexity: **O(N)**

expand all	Example tests
▶ example	✓ OK
example test	
expand all	Correctness tests
▶ simple	✓ OK
simple test	
▶ single	✓ OK
single element	
▶ extreme_frog	✓ OK
frog never across the river	
▶ small_random1	✓ OK
3 random permutation, X = 50	
▶ small_random2	✓ OK
5 random permutation, X = 60	
▶ extreme_leaves	✓ OK
all leaves in the same place	
expand all	Performance tests
▶ medium_random	✓ OK
6 and 2 random permutations, X = ~5,000	
▶ medium_range	✓ OK
arithmetic sequences, X = 5,000	
▶ large_random	✓ OK
10 and 100 random permutation, X = ~10,000	
▶ large_permutation	✓ OK
permutation tests	
▶ large_range	✓ OK
arithmetic sequences, X = 30,000	

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