

## 293. Flip Game

Easy

94

264

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You are playing the following Flip Game with your friend: Given a string that contains only these two characters: `+` and `-`, you and your friend take turns to flip two **consecutive** `++` into `--`. The game ends when a person can no longer make a move and therefore the other person will be the winner.

Write a function to compute all possible states of the string after one valid move.

**Example:**

```
Input: s = "++++"
Output:
[
  "--++",
  "+--+",
  "++--"
]
```

**Note:** If there is no valid move, return an empty list `[]`.

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Yes

No

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```
1 class Solution(object):
2     def
3     generatePossibleNextMoves(self,
4     s):
5         """
6         :type s: str
7         :rtype: List[str]
8         """
```