Climbing Stairs in C++ #include <iostream> #include <vector> #include <climits> // For INT_MAX using namespace std; void printMinSteps(vector<int>& arr) { int n = arr.size();vector<int> dp(n + 1, INT_MAX); // Use INT_MAX for initialization dp[n] = 0; // Base case: 0 steps needed from the end for (int i = n - 1; $i \ge 0$; i - 1) { if (arr[i] > 0) { int minSteps = INT_MAX; for (int j = 1; $j \le arr[i] && (i + j) \le dp.size(); j++)$ { if $(dp[i + j] != INT_MAX)$ { minSteps = min(minSteps, dp[i + j]);if (minSteps != INT_MAX) { dp[i] = minSteps + 1;// Printing the dp array for (int i = 0; i < dp.size(); i++) { cout << " " << dp[i]: } cout << endl; int main() { vector<int> arr = $\{1, 5, 2, 3, 1\};$ printMinSteps(arr); return 0;

Input:

 $arr = \{1, 5, 2, 3, 1\}$

Initialization:

- n = 5 (size of arr)
- dp = {INT_MAX, INT_MAX, INT_MAX, INT_MAX, INT_MAX, 0} (base case: dp[n] = 0)

Iterations:

Step 1: Start from i = 4:

- $arr[4] = 1 \rightarrow Maximum jump = 1$
- Valid jump: j = 1o dp[4] = min(dp[5]) + 1 = 0 + 1 =
- Updated dp: {INT_MAX, INT_MAX, INT_MAX, INT_MAX, 1, 0}

Step 2: i = 3:

- $arr[3] = 3 \rightarrow Maximum jump = 3$
- Valid jumps: j = 1, 2dp[3] = min(dp[4], dp[5]) + 1 =min(1, 0) + 1 = 1
- Updated dp: {INT_MAX, INT_MAX, INT_MAX, 1, 1, 0}

Step 3: i = 2:

- $arr[2] = 2 \rightarrow Maximum jump = 2$
- Valid jumps: j = 1, 2
 - o dp[2] = min(dp[3], dp[4]) + 1 =min(1, 1) + 1 = 2
- Updated dp: {INT_MAX, INT_MAX, 2, 1, 1, 0}

Step 4: i = 1:

- $arr[1] = 5 \rightarrow Maximum jump = 5$
- Valid jumps: j = 1, 2, 3, 4dp[1] = min(dp[2], dp[3], dp[4],
 - dp[5]) + 1 = min(2, 1, 1, 0) + 1 =
- Updated dp: {INT_MAX, 1, 2, 1, 1, 0}

Step 5: i = 0:

• $arr[0] = 1 \rightarrow Maximum jump = 1$

• Valid jump: j = 1

 $0 \quad dp[0] = min(dp[1]) + 1 = 1 + 1 = 0$

• Updated dp: {2, 1, 2, 1, 1, 0}

Output:-

① Printed dp: 2 1 2 1 1 0

① The minimum steps to reach the end starting from index 0 is dp[0] = 2.