55 Jump Game Approain #1 (Time Limit Exceeded) (reate a dp worry of size = len(nums) dp= [o for x in range (len(nums))] dp[Len(dp)-1] = True deli] = true index i dp(i) = True if some dp(j) = True

where

i < i < i + nums(i) for x in range (len (nums) -2 p-1,-1): For y in runge (nums(x]+1); if buy (len homs) and dp(x{y}) = True: dp(x) = Tone preak.

if dp(o) = True: zeturn trul else. Jeturn False Time complexity: o(n²)

Space Complexity: Not efficient solution as it can be done in better time Note: Menener Jan en connter de bropsem and it asks whether (something can be done in how have than I in how have many ways can that be done) there is a possibility of linear colution in without building do array

(Accepted) Approach #2 Instead of making de array we will keep a track of (fast index) from where can reach end location [2,3,1,1,4] be are traversing the array : lastinder = 4 for x in range (len(numi) -2, -1, -1); if of nums(x) > Dastindex; Rastinder =x x=3
3+ nun(3) = 4 lastinder = 3

2+ num! (2) 23 True lastinder=2 True for 2=1
1+nums(1) > ~ last index=1 for 21=0 0+ nuns 20] 31 Time [nstin deal = 0 zeturn true

egr (3,2,1,0,4) Raitindex = 4 for 2=3 3+nums(3) 24 False for x=2 2+ nuns(2) 2 4 False for x=1
1+ nums (1) > 4 Jaire for n=0 0+ncmsf0] 27 false (lastindex 1=0) return False