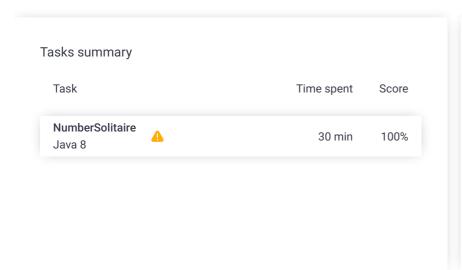
# Codility\_

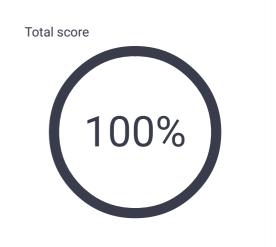
# CodeCheck Report: trainingZZSXXG-6J3

Test Name:

Summary Timeline

Check out Codility training tasks





# **Tasks Details**

# 1. NumberSolitaire

In a given array, find the subset of maximal sum in which the distance between consecutive

elements is at most 6.

Task Score

Corre

Correctness

Performance

100%

100%

### Task description

A game for one player is played on a board consisting of N consecutive squares, numbered from 0 to N - 1. There is a number written on each square. A non-empty array A of N integers contains the numbers written on the squares. Moreover, some squares can be marked during the game.

At the beginning of the game, there is a pebble on square number 0 and this is the only square on the board which is marked. The goal of the game is to move the pebble to square number N-1.

During each turn we throw a six-sided die, with numbers from 1 to 6 on its faces, and consider the number K, which shows on the upper face after the die comes to rest. Then we move the pebble standing on square number I to square number I + K, providing that square number I + K exists. If square number I + K does not exist, we throw the die again until we obtain a valid move. Finally, we mark square number I + K.

After the game finishes (when the pebble is standing on square number N-1), we calculate the result. The result of the game is the sum of the numbers written on all marked squares.

For example, given the following array:

# Solution

Programming language used: Java 8

Total time used: 30 minutes

Effective time used: 30 minutes

Notes: not defined yet

Task timeline

09:40:33

Code: 10:09:41 UTC, java, final, score: 100

show code in pop-up

A[0] = 1 A[1] = -2 A[2] = 0 A[3] = 9 A[4] = -1

A[5] = -2

one possible game could be as follows:

- the pebble is on square number 0, which is marked;
- we throw 3; the pebble moves from square number 0 to square number 3; we mark square number 3:
- we throw 5; the pebble does not move, since there is no square number 8 on the board;
- we throw 2; the pebble moves to square number 5; we mark this square and the game ends.

The marked squares are 0, 3 and 5, so the result of the game is 1 + 9 + (-2) = 8. This is the maximal possible result that can be achieved on this board.

Write a function:

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

that, given a non-empty array A of N integers, returns the maximal result that can be achieved on the board represented by array A.

For example, given the array

A[0] = 1 A[1] = -2 A[2] = 0 A[3] = 9 A[4] = -1 A[5] = -2

the function should return 8, as explained above.

Write an efficient algorithm for the following assumptions:

- N is an integer within the range [2..100,000];
- each element of array A is an integer within the range [-10,000..10,000].

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#### Test results - Codility

```
// you can also use imports, for example:
2
     import java.util.*;
3
    // you can write to stdout for debugging purpo
4
     // System.out.println("this is a debug message
5
6
7
     class Solution {
 8
             public int solution(int[] A) {
                     int N = A.length;
9
10
                     int[] dp = new int[N];
11
12
                     dp[0] = A[0];
13
                      for (int i = 1; i < N; i++) {
14
15
                              int maxPrevious = Arra
16
                              dp[i] = maxPrevious +
17
18
                      return dp[N - 1];
             }
19
20
```

# Analysis summary

The solution obtained perfect score.

# Analysis

# Detected time complexity: O(N)

collapse all		Example tests		
•	example example test		<b>∨</b> OK	
1.	0.008 s <b>OK</b>			
olla	pse all	Correctness te	ests	
▼	extreme		✓ OK	
	two or three fields			
1.	0.012 s <b>OK</b>			
2.	0.008 s <b>OK</b>			
3.	0.008 s <b>OK</b>			
4.	0.008 s <b>OK</b>			
▼	simple		<b>∨</b> OK	
	simple test			
1.	0.008 s <b>OK</b>			
2.	0.008 s <b>OK</b>			
3.	0.008 s <b>OK</b>			
▼	medium_all_neg	ative	<b>✓</b> OK	
	all values negative, le	ength = ~1,000		
1.	0.020 s <b>OK</b>			
▼	medium_monoto	onic	<b>✓</b> OK	
	monotonic sequence	e, length = ~1,000		
1	0.016 s <b>OK</b>			

# Test results - Codility

	lium_random om sequence of valu	•	OK	
1.	0.016 s <b>OK</b>			
colla	pse all	Performance	e tests	
•	big_all_negative,		<b>∨ OK</b>	
1.	0.876 s <b>OK</b>			
•	big_random random sequence o ~100,000	of values, length	<b>∨</b> OK =	
1.	0.892 s <b>OK</b>			
•	extreme_answe		<b>∨</b> OK	
1.	0.920 s <b>OK</b>			
2.	0.928 s <b>OK</b>			