

# Problem 2770: Maximum Number of Jumps to Reach the Last Index

## Problem Information

Difficulty: **Medium**

Acceptance Rate: 0.00%

Paid Only: No

## Problem Description

You are given a

0-indexed

array

nums

of

n

integers and an integer

target

.

You are initially positioned at index

0

. In one step, you can jump from index

i

to any index

j

such that:

$0 \leq i < j < n$

$-\text{target} \leq \text{nums}[j] - \text{nums}[i] \leq \text{target}$

Return

the

maximum number of jumps

you can make to reach index

$n - 1$

.

If there is no way to reach index

$n - 1$

, return

-1

.

Example 1:

Input:

$\text{nums} = [1, 3, 6, 4, 1, 2]$ ,  $\text{target} = 2$

Output:

3

Explanation:

To go from index 0 to index  $n - 1$  with the maximum number of jumps, you can perform the following jumping sequence: - Jump from index 0 to index 1. - Jump from index 1 to index 3. - Jump from index 3 to index 5. It can be proven that there is no other jumping sequence that goes from 0 to  $n - 1$  with more than 3 jumps. Hence, the answer is 3.

Example 2:

Input:

nums = [1,3,6,4,1,2], target = 3

Output:

5

Explanation:

To go from index 0 to index  $n - 1$  with the maximum number of jumps, you can perform the following jumping sequence: - Jump from index 0 to index 1. - Jump from index 1 to index 2. - Jump from index 2 to index 3. - Jump from index 3 to index 4. - Jump from index 4 to index 5. It can be proven that there is no other jumping sequence that goes from 0 to  $n - 1$  with more than 5 jumps. Hence, the answer is 5.

Example 3:

Input:

nums = [1,3,6,4,1,2], target = 0

Output:

-1

Explanation:

It can be proven that there is no jumping sequence that goes from 0 to  $n - 1$ . Hence, the answer is -1.

Constraints:

$2 \leq \text{nums.length} == n \leq 1000$

-10

9

$\leq \text{nums}[i] \leq 10$

9

$0 \leq \text{target} \leq 2 * 10$

9

## Code Snippets

**C++:**

```
class Solution {
public:
    int maximumJumps(vector<int>& nums, int target) {

    }
};
```

**Java:**

```
class Solution {
    public int maximumJumps(int[] nums, int target) {

    }
}
```

### Python3:

```
class Solution:
    def maximumJumps(self, nums: List[int], target: int) -> int:
```

### Python:

```
class Solution(object):
    def maximumJumps(self, nums, target):
        """
        :type nums: List[int]
        :type target: int
        :rtype: int
        """
```

### JavaScript:

```
/**
 * @param {number[]} nums
 * @param {number} target
 * @return {number}
 */
var maximumJumps = function(nums, target) {

};
```

### TypeScript:

```
function maximumJumps(nums: number[], target: number): number {

};
```

### C#:

```
public class Solution {
    public int MaximumJumps(int[] nums, int target) {

    }
}
```

### C:

```
int maximumJumps(int* nums, int numsSize, int target) {  
  
}
```

### Go:

```
func maximumJumps(nums []int, target int) int {  
  
}
```

### Kotlin:

```
class Solution {  
    fun maximumJumps(nums: IntArray, target: Int): Int {  
  
    }  
}
```

### Swift:

```
class Solution {  
    func maximumJumps(_ nums: [Int], _ target: Int) -> Int {  
  
    }  
}
```

### Rust:

```
impl Solution {  
    pub fn maximum_jumps(nums: Vec<i32>, target: i32) -> i32 {  
  
    }  
}
```

### Ruby:

```
# @param {Integer[]} nums  
# @param {Integer} target  
# @return {Integer}  
def maximum_jumps(nums, target)  
  
end
```

## PHP:

```
class Solution {

    /**
     * @param Integer[] $nums
     * @param Integer $target
     * @return Integer
     */
    function maximumJumps($nums, $target) {

    }

}
```

## Dart:

```
class Solution {
  int maximumJumps(List<int> nums, int target) {

  }
}
```

## Scala:

```
object Solution {
  def maximumJumps(nums: Array[Int], target: Int): Int = {

  }
}
```

## Elixir:

```
defmodule Solution do
  @spec maximum_jumps(nums :: [integer], target :: integer) :: integer
  def maximum_jumps(nums, target) do

  end
end
```

## Erlang:

```
-spec maximum_jumps(Nums :: [integer()], Target :: integer()) -> integer().
maximum_jumps(Nums, Target) ->
```

```
.
```

### Racket:

```
(define/contract (maximum-jumps nums target)
  (-> (listof exact-integer?) exact-integer? exact-integer?)
  )
```

## Solutions

### C++ Solution:

```
/*
 * Problem: Maximum Number of Jumps to Reach the Last Index
 * Difficulty: Medium
 * Tags: array, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

class Solution {
public:
    int maximumJumps(vector<int>& nums, int target) {

    }
};
```

### Java Solution:

```
/**
 * Problem: Maximum Number of Jumps to Reach the Last Index
 * Difficulty: Medium
 * Tags: array, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */
```



```

class Solution {
public int maximumJumps(int[] nums, int target) {

}

}

```

### Python3 Solution:

```

"""
Problem: Maximum Number of Jumps to Reach the Last Index
Difficulty: Medium
Tags: array, dp

Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(n) or O(n * m) for DP table
"""

class Solution:
def maximumJumps(self, nums: List[int], target: int) -> int:
# TODO: Implement optimized solution
pass

```

### Python Solution:

```

class Solution(object):
def maximumJumps(self, nums, target):
"""
:type nums: List[int]
:type target: int
:rtype: int
"""

```

### JavaScript Solution:

```

/**
 * Problem: Maximum Number of Jumps to Reach the Last Index
 * Difficulty: Medium
 * Tags: array, dp
 *

```

```

* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
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*/

/**
 * @param {number[]} nums
 * @param {number} target
 * @return {number}
 */
var maximumJumps = function(nums, target) {

};

```

### TypeScript Solution:

```

/**
 * Problem: Maximum Number of Jumps to Reach the Last Index
 * Difficulty: Medium
 * Tags: array, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

function maximumJumps(nums: number[], target: number): number {

};

```

### C# Solution:

```

/*
 * Problem: Maximum Number of Jumps to Reach the Last Index
 * Difficulty: Medium
 * Tags: array, dp
 *
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 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

```

```

public class Solution {
    public int MaximumJumps(int[] nums, int target) {

    }
}

```

### C Solution:

```

/*
 * Problem: Maximum Number of Jumps to Reach the Last Index
 * Difficulty: Medium
 * Tags: array, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

int maximumJumps(int* nums, int numsSize, int target) {

}

```

### Go Solution:

```

// Problem: Maximum Number of Jumps to Reach the Last Index
// Difficulty: Medium
// Tags: array, dp
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
// Space Complexity: O(n) or O(n * m) for DP table

func maximumJumps(nums []int, target int) int {

}

```

### Kotlin Solution:

```

class Solution {
    fun maximumJumps(nums: IntArray, target: Int): Int {

```

```
}  
}
```

### Swift Solution:

```
class Solution {  
    func maximumJumps(_ nums: [Int], _ target: Int) -> Int {  
  
    }  
}
```

### Rust Solution:

```
// Problem: Maximum Number of Jumps to Reach the Last Index  
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// Approach: Use two pointers or sliding window technique  
// Time Complexity: O(n) or O(n log n)  
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impl Solution {  
    pub fn maximum_jumps(nums: Vec<i32>, target: i32) -> i32 {  
  
    }  
}
```

### Ruby Solution:

```
# @param {Integer[]} nums  
# @param {Integer} target  
# @return {Integer}  
def maximum_jumps(nums, target)  
  
end
```

### PHP Solution:

```
class Solution {
```

```

/**
 * @param Integer[] $nums
 * @param Integer $target
 * @return Integer
 */
function maximumJumps($nums, $target) {

}
}

```

### Dart Solution:

```

class Solution {
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```

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object Solution {
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