

# 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:

$0 \leq i < j < n$

$-target \leq nums[j] - nums[i] \leq target$

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:

$nums = [1, 3, 6, 4, 1, 2]$ , 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)
* Space Complexity: O(n) or O(n * m) for DP table
*/

```

```

/**
* @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
*
* 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
*/

```

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

}
}

```

### Scala Solution:

```

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

}
}

```

### Elixir Solution:

```

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

end
end

```

### Erlang Solution:

```

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

**Racket Solution:**

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