Jump game V

Input

are: array of integers

Visualize arrili] as a step of size arrili] at position i

d: integer

think of d as the max disk you can fump

pos i + 72 ? ";"
pos i - 72 can jump from pos i to provided

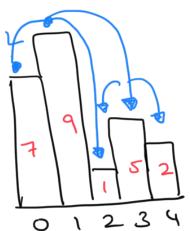
0 < 2 < d and i+2/i-2 andid index in array

arr [i] > arr [k] of between i, & are Ci] > are [8]

Output: max # of indices you can visit (you can at ast any where you want)

eg:

d = 2 am= [7,9,1,5,2]



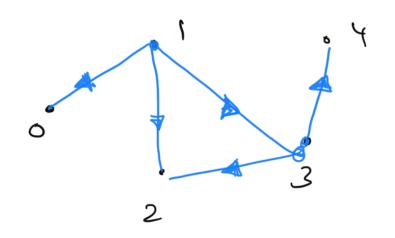
es input

graph:

positions <-> nodes

connect pos and pos' with edge of weight 1 if you can jump from pos to pos'

us this gives a DAG



~ output longest path in DAG +1

(because you are country # 1 vertices