# 45. Jump Game II

## SOLUTION IN PYTHON3

class Solution:

def jump(self, nums: List[int]) -> int:

ans = 0

end = 0

farthest = 0

for i in range(len(nums) - 1):

farthest = max(farthest, i + nums[i])

if farthest >= len(nums) - 1:

ans += 1

break

if i == end: # Visited all the items on the current level.

ans += 1 # Increment the level.

end = farthest # Make the queue size for the next level.

return ans