# 790. Domino and Tromino Tiling

## SOLUTION IN JAVA

class Solution {

public int numTilings(int n) {

final int kMod = 1\_000\_000\_007;

long[] dp = new long[1001];

dp[1] = 1;

dp[2] = 2;

dp[3] = 5;

for (int i = 4; i <= n; ++i)

dp[i] = (2 \* dp[i - 1] + dp[i - 3]) % kMod;

return (int) dp[n];

}

}