

294. Flip Game II

Medium

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You are playing a Flip Game with your friend.

You are given a string `currentState` that contains only `'+'` and `'-'`. You and your friend take turns to flip **two consecutive** `++` into `--`. The game ends when a person can no longer make a move, and therefore the other person will be the winner.

Return `true` if the starting player can **guarantee a win**, and `false` otherwise.

Example 1:

Input: `currentState = "+++"`
Output: `true`
Explanation: The starting player can guarantee a win by flipping the middle `++` to become `"+--+"`.

Example 2:

Input: `currentState = "+"`
Output: `false`

Constraints:

- `1 <= currentState.length <= 60`
- `currentState[i]` is either `'+'` or `'-'`.

Follow up: Derive your algorithm's runtime complexity.

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```
1 class Solution {
2     public boolean canWin(String currentState) {
3
4     }
5 }
```