

Jumping on the Clouds: Revisited

A child is playing a cloud hopping game. In this game, there are sequentially numbered clouds that can be *thunderheads* or *cumulus* clouds. The character must jump from cloud to cloud until it reaches the start again.

There is an array of clouds, c and an energy level $e = 100$. The character starts from $c[0]$ and uses 1 unit of energy to make a jump of size k to cloud $c[(i + k) \% n]$. If it lands on a thundercloud, $c[i] = 1$, its energy (e) decreases by 2 additional units. The game ends when the character lands back on cloud 0.

Given the values of n , k , and the configuration of the clouds as an array c , determine the final value of e after the game ends.

Example. $c = [0, 0, 1, 0]$

$k = 2$

The indices of the path are $0 \rightarrow 2 \rightarrow 0$. The energy level reduces by 1 for each jump to 98. The character landed on one thunderhead at an additional cost of 2 energy units. The final energy level is 96.

Note: Recall that $\%$ refers to the [modulo operation](#). In this case, it serves to make the route circular. If the character is at $c[n - 1]$ and jumps 1, it will arrive at $c[0]$.

Function Description

Complete the `jumpingOnClouds` function in the editor below.

`jumpingOnClouds` has the following parameter(s):

- `int c[n]`: the cloud types along the path
- `int k`: the length of one jump

Returns

- `int`: the energy level remaining.

Input Format

The first line contains two space-separated integers, n and k , the number of clouds and the jump distance.

The second line contains n space-separated integers $c[i]$ where $0 \leq i < n$. Each cloud is described as follows:

- If $c[i] = 0$, then cloud i is a *cumulus* cloud.
- If $c[i] = 1$, then cloud i is a *thunderhead*.

Constraints

- $2 \leq n \leq 25$
- $1 \leq k \leq n$
- $n \% k = 0$
- $c[i] \in \{0, 1\}$

Sample Input

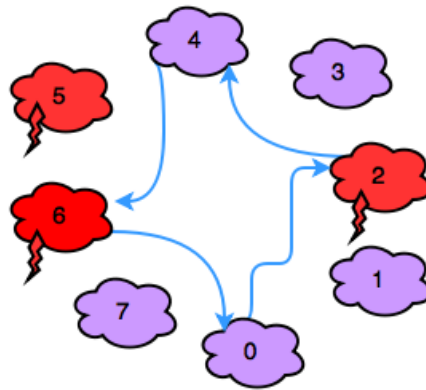
STDIN	Function
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8 2	n = 8, k = 2
0 0 1 0 0 1 1 0	c = [0, 0, 1, 0, 0, 1, 1, 0]

Sample Output

92

Explanation

In the diagram below, *red* clouds are thunderheads and *purple* clouds are cumulus clouds:



Observe that our thunderheads are the clouds numbered **2**, **5**, and **6**. The character makes the following sequence of moves:

1. Move: **0** \rightarrow **2**, Energy: $e = 100 - 1 - 2 = 97$.
2. Move: **2** \rightarrow **4**, Energy: $e = 97 - 1 = 96$.
3. Move: **4** \rightarrow **6**, Energy: $e = 96 - 1 - 2 = 93$.
4. Move: **6** \rightarrow **0**, Energy: $e = 93 - 1 = 92$.