Guard wall sequences

Input:

outposts \in N, guards \in N, num[1...guards] \in N^{guards}

output:

count∈N

precondition:

 $1 \small{<} outposts \small{<} 100, \ 1 \small{<} guards \small{<} outposts, \ \forall [\emph{i}] (1 \small{<} i \small{<} guards) \small{:} 1 \small{<} num[i] \small{<} outposts$

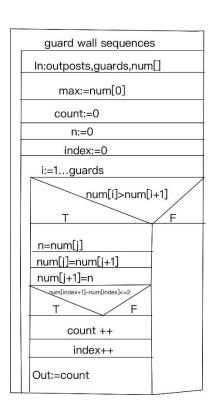
Postcondition:

Count:= $\sum_{i=1}^{guards} 1$

(num[i+1]-num[i]<=2)

Algorithm		
cnt:=0		
i=1length (x)		
A(x[i])		
T F		
cnt:=cnt+1 —		

pattern		task
length (x)	\rightarrow	guards
cnt	\rightarrow	count
x[i]	\rightarrow	num[i+1]-num[i]<=2



```
Code:
using System;
namespace 笑死 115
    internal class Program
         static void Main(string[] args)
         {
              string input = Console.ReadLine();
              int outposts = Convert.ToInt32((input.Split(" ")[0]));
              int guards = Convert.ToInt32((input.Split(" ")[1]));
              int[] num = new int[guards];
              int count = 0;
              for (int i = 0; i < guards; i++)
                   num[i] = Convert.ToInt32((Console.ReadLine()));
                   int max = num[0];
              }
              for (int i = 0; i < num.Length - 1; i++)
                   for (int j = 0; j < num.Length - 1; j++)
                  {
                       if (num[j] > num[j + 1])
                       {
                            int n = num[j];
                            num[j] = num[j + 1];
                            num[j + 1] = n;
                       }
                  }
              int Index = 0;
              while(Index<num.Length - 1)
                   while(Index < num.Length - 1 && num[Index + 1] - num[Index] <=2 )</pre>
                  {
                       Index++;
                   count++;
                   Index++;
              Console.WriteLine(count);
              Console.WriteLine();
         }
    }
}
```