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Phase one description :

* We have used lists for active , inactive , shielded and killed enemies
* The Ds which we used is queue for the active and inactive enemies and array for the shielded enemies
* We used the queue for the inactive and linked list for the killed
* We made the active enemies which aren’t shielded in queue to avoid the shifting
* We used queue because at the first we put all enemies in the queue of inactive enemies arranged by their arrival time and every time step we put the enemies which the their arrival time equal to time step in the active queue
* The complexity is <n> in the most cases unless the sorting [the best case and the worst case and the average case is <nlogn>]