

APP WEEK-7 HackerRank

Q. Counter game

Code:

```
def counterGame(n):
    player = 0

    while n > 1:
        if (n & n-1) == 0:
            n = n // 2
        else:
            temp = 1 << (n.bit_length()-1)
            n -= temp
        player += 1

    idx = player % 2

    if idx == 0:
        return 'Richard'
    else:
        return 'Louise'
```

The screenshot shows the HackerRank website interface. At the top, there's a navigation bar with 'HackerRank' logo and tabs for 'PREPARE', 'CERTIFY', and 'COMPETE'. Below this, the 'Problem Solving' section is active, displaying a progress bar and statistics: 'Rank: 1638823 | Points: 85/100'. The main content area features the 'Counter game' problem card, which is marked as 'Solved' with a green checkmark. To the right of the problem card, there are filters for 'STATUS' (Solved, Unsolved), 'SKILLS' (Problem Solving (Intermediate), Problem Solving (Advanced), Problem Solving (Basic)), 'DIFFICULTY' (Easy, Medium, Hard), and 'SUBDOMAINS'.