



LEVEL

**Corpo:**

I'll give you a story. When I joined MatchoTech I was a plebeian. I scrubbed floors and made coffee for the ... then suits and ties.

I'll be truthful to; yes, I kissed some a** and did what I was told just so I can get promoted. I expect you do the same, newbie.

Task for Level 3:

Calculate the points of each player!

- › For this level, we're going to start treating wins and losses differently.
- › Each **win** will **award** a number of **points** and each **loss** will **remove** a different amount of **points**.
- › In the input you will find the **win increment** and **loss decrement** values.
- › In case there are players with the **same amount of points**, the one with the **lowest player id** comes before the others.

	Input	Output
Format	winIncrement lossDecrement gameCount playerCount player1Id scorePlayer1 player2Id scorePlayer2 <i>... repeated for each game...</i> player1Id scorePlayer1 player2Id scorePlayer2	playerId pointCount playerId pointCount ... repeated for all players sorted in descending order by pointCount ... playerId pointCount
Types	gameCount - Integer. Represents the number of games played for this test case playerCount - Integer. Represents the number of players involved in this test case. winIncrement - Integer. Amount of points a player gains when winning. lossDecrement - Integer. Amount of points a player losses when losing. player1Id - Integer. Id of the first player involved in the game. player1Id < playerCount. player1Score - Integer. Number of points obtained by the first player. player2Id - Integer. Id of the second player involved in the game. player2Id < playerCount. player2Score - Integer. Number of points obtained by the second player.	playerId - Integer. pointCount - Integer. Amount of points obtained by the player.
Example	25 20 10 5 2 970 3 345 0 799 4 992 2 905 3 797 2 482 3 251 1 189 3 660 0 774 4 867 0 580 1 62 0 431 1 150 1 427 3 877 0 782 1 432	2 75 4 50 0 35 3 -10 1 -100

PLAY
TO
WIN

MOBA MATCHMAKING

GOOD LUCK