
2 ГЛАВА

Corpo:

Well, you're not a complete nincompoop, I'll give you that.

However, climbing up the ladder shouldn't be such an easy endeavour. Let's see how well you fare with the next task.

Task for Level 2:

Count the number of wins!

- High scores don't always mean good players. When two good players go against each other, the scores will be lower than when a bad player goes against a good one.
- In order to make the ranking better, we're going to count **number of wins** for each player.
- It's considered a **win** for a player if it has scored **more points** that its **opponent**.
- There will be **no ties** present in the dataset.

- Count the number of wins for all players and print them in descending order.
- In case there are players with the **same amount of wins**, the one with the **lowest player id** comes before the others.

	Input	Output
Format	gameCount playerCount player1Id scorePlayer1 player2Id scorePlayer2 *… repeated for each game...* player1Id scorePlayer1 player2Id scorePlayer2	**playerId winCount** **playerId winCount** **… repeated for all players sorted in descending order by winCount …** **playerId winCount**
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. 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.** **winCount - Integer. Amount of wins obtained by the player.**
Example	*9 4* *0 227 1 775* *2 292 3 184* *0 279 3 74* *2 34 3 22* *1 926 2 486* *0 595 1 856* *0 120 3 108* *0 25 2 935* *0 923 2 968*	*2 4* *1 3* *0 2* *3 0*


PLAY
TO
WIN
MOBA
MATCHMAKING
GOOD LUCK