## Problem 1 - Counter-Strike

The problem for exam preparation for the [Programming Fundamentals Course @SoftUni](https://softuni.bg/courses/programming-fundamentals-csharp-java-js-python).

Submit your solutions in the SoftUni judge system at <https://judge.softuni.org/Contests/Practice/Index/2305#0>.

Write a program that **keeps track of every won** battle against an **enemy**. You will receive **initial energy**. Afterward, you will start receiving the **distance** you need **to reach an enemy** until the **"End of battle"** command is given, or you **run out of energy**.

The **energy** you need for reaching an enemy is **equal to the distance you receive**. Each time you reach an enemy, you **win** a battle, and your **energy is reduced**. Otherwise, if you don't have **enough energy** to reach an enemy, **end the program** and **print**: **"Not enough energy! Game ends with {count} won battles and {energy} energy"**.

Every **third won battle** increases **your energy with the value of your current count of won battles**.

Upon receiving the **"End of battle"** command**,** print the **count of won battles** in the following format:

### "Won battles: {count}. Energy left: {energy}"

### Input / Constraints

* On the **first line,** you will receive **initial energy** – an **integer [1-10000]**.
* On the **following lines,** you will be receiving the **distance** of an enemy – an **integer** **[1-10000].**

### Output

* The description contains the proper output messages for each case and the format they should be printed.

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| 100  10  10  10  1  2  3  73  10 | Not enough energy! Game ends with 7 won battles and 0 energy | The initial energy is 100. The first distance is 10, so we subtract 10 from 100, and we consider this a **won** battle. We are left with 90 energy. Next distance – 10, and 80 energy left.  Next distance – 10, 3 won battles and 70 energy, but since we have 3 won battles, we increase the energy with the current count of won battles, in this case – **3, and it becomes 73**.  The last distance we receive – **10** is unreachable since we have **0** energy, so we print the appropriate message, and the program ends. |
| 200  54  14  28  13  End of battle | | Won battles: 4. Energy left: 94 |  |

### JS Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| (["100",  "10",  "10",  "10",  "1",  "2",  "3",  "73",  "10"]) | Not enough energy! Game ends with 7 won battles and 0 energy | The initial energy is 100. The first distance is 10, so we subtract 10 from 100, and we consider this a **won** battle. We are left with 90 energy. Next distance – 10, and 80 energy left.  Next distance – 10, 3 won battles and 70 energy, but since we have 3 won battles, we increase the energy with the current count of won battles, in this case – **3, and it becomes 73**.  The last distance we receive – **10** is unreachable since we have **0** energy, so we print the appropriate message, and the program ends. |
| (["200",  "54",  "14",  "28",  "13",  "End of battle"]) | Won battles: 4. Energy left: 94 |  |