package freestyle;  
  
import java.util.Arrays;  
import java.util.Scanner;  
  
public class newGame {  
 public static boolean checkEnd(int arr[]) {  
 if (arr[0] == 0 || arr[1] == 0 || arr[2] == 0 || arr[3] == 0)  
 return false;  
 return true;  
  
 }  
 public static void printWinner(boolean player){  
 if (!player)  
 System.*out*.println(" player num 1 you are the Winner!!");  
 else  
 System.*out*.println(" player num 2 you are the Winner!!");  
 }  
  
 public static boolean checkMovment(int arr[], int a, int b, int n, boolean flag) {  
  
 for (int i = a - 2; i >= a - 1 - b; i--) {  
 if (arr[i] != 0)  
 flag = false;  
 }  
  
 if (a > n || a < 1 || arr[a - 1 - b] != 0 || !flag)  
 return false;  
 return true;  
 }  
  
 public static void movingCoins(int arr[], int a, int b) {  
 arr[a - 1] = 0;  
 arr[a - 1 - b] = a - b;  
  
 }  
  
 public static void printPlayer(boolean player) {  
 if (player)  
 System.*out*.println(" player num 1");  
 else  
 System.*out*.println(" player num 2");  
 }  
  
 public static void main(String[] args) {  
 boolean flag = true, player = true;  
 int a, b, n, coin1, coin2, coin3, coin4;  
 Scanner in = new Scanner(System.*in*);  
 do {  
 System.*out*.println("enter size of the board(10-25):");  
 n = in.nextInt();  
 }  
 while (n > 26 || n < 10);  
 int arr[] = new int[n];  
 do {  
 System.*out*.println("enter starting locaition of coins 1-4:");  
 coin1 = in.nextInt();  
 coin2 = in.nextInt();  
 coin3 = in.nextInt();  
 coin4 = in.nextInt();  
 }  
 while (coin1 > n || coin1 < 1 || coin2 > n || coin2 < 1 || coin2 == coin1 || coin3 > n || coin3 < 1 || coin3 == coin1 || coin3 == coin2  
 || coin4 > n || coin4 < 1 || coin4 == coin1 || coin4 == coin2 || coin4 == coin3);  
  
 arr[coin1 - 1] = coin1;  
 arr[coin2 - 1] = coin2;  
 arr[coin3 - 1] = coin3;  
 arr[coin4 - 1] = coin4;  
 while (!*checkEnd*(arr)) {  
 do {  
 System.*out*.println(Arrays.*toString*(arr));  
 *printPlayer*(player);  
 System.*out*.println("enter location of the coin you want to move :");  
 a = in.nextInt();  
 System.*out*.println("enter how many squares you want to move the coin to the left:");  
 b = in.nextInt();  
 }  
 while (!*checkMovment*(arr, a, b, n, flag));  
 *movingCoins*(arr, a, b);  
 player=!player;  
 }  
 *printWinner*(player);  
 }  
}