

Bowling Game

Please implement a program calculating the score of a single player in Bowling.

Game Rules

- A **bowling game** consists of **10 frames**.
- Each frame, the **player** has **two tries** to knock down **10 pins** with a bowling ball.
- The score for the frame is the total of knocked down pins, plus bonuses for strikes and spares.
- A **Spare** is when a player knocks down all 10 pins in **two tries**.
 - The bonus for this frame is the number of pins knocked down by the next roll.
- A **Strike** is when the player knocks down all 10 pins on his **first try**.
 - The bonus for this frame is the number of pins knocked down by the next two rolls.
- In the **10th frame**, a player is allowed to throw an extra ball if she/he scores a Spare or a Strike.
 - No more than three throws are allowed for the 10th frame.
 - No bonus scores are granted for Strikes and Spares in 10th frame.
 - If a player hits a Strike / Spare, 10 pins will be available again for the next throw within the 10th frame.

Example

1	4	4	5	6	▲	5	▲		0	1	7	▲	6	▲		2	▲	6
5	14	29	49	60	61	77	97	117	133									

- 2nd Frame:
 - Frame score is 9 (4+5)
 - Total score is 14 (9 frame score + 5 total score of frame 1)
- 3rd Frame:
 - Frame score is 10 (Spare)
 - Total score is 29 (10 frame score + 14 total score of frame 2 + 5 bonus for next roll)
- 5th Frame:
 - Frame score is 10 (Strike)
 - Total score is 60 (10 frame score + 49 total score of frame 4 + 1 bonus for the next two rolls)