## Input

- The **possible** commands are:
  - "Shoot Left@{startIndex}@{length}"
  - "Shoot Right@{startIndex}@{length}"
  - "Reverse"
  - o "Game over"

### **Output**

- The **possible** outputs are:
  - o "{target} {target} {target} ... {target}"
  - o "John finished the archery tournament with {points} points!"

# **Examples**

Input	Output
10 10 10 10	5 - 5 - 10 - 10 - 10
Shoot Left@0@2	John finished the archery tournament with
Shoot Right@4@5	10 points!
Shoot Right@6@5	
Reverse	
Game over	

#### **Comments**

First, John receives the "Shoot Left@0@2" command, so he starts traversing the archery field from index 0 with length 2, and he stops at index 3. He shoots, and the archery field looks like this: 10 - 10 - 10 - 5 - 10,

and his points are 5.

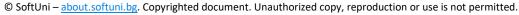
Then he receives "Shoot Right@4@5" -> "10 - 10 - 10 - 5 - 5".

"Shoot Right@6@5" -> Index 6 is out of range of the field, so John ignores the command.

"Reverse"-> After that command, the field looks like this: 5 - 5 - 10 - 10 - 10.

20 30 40 50 60	55 - 45 - 40 - 30 - 20
Shoot Left@0@12	John finished the archery tournament with
Shoot Right@4@15	10 points!
Shoot Left@6@5	
Reverse	

















## **JS Examples**

Input	Output
(["10 10 10 10",	5 - 5 - 10 - 10 - 10
"Shoot Left@0@2",	John finished the archery tournament with
"Shoot Right@4@5",	10 points!
"Shoot Right@6@5",	
"Reverse",	
"Game over"])	

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"Reverse"-> After that command, the field looks like this: 5 - 5 - 10 - 10 - 10.

(["20 30 40 50 60",	55 - 45 - 40 - 30 - 20
"Shoot Left@0@12",	John finished the archery tournament with
"Shoot Right@4@15",	10 points!
"Shoot Left@6@5",	
"Reverse",	
"Game over"])	















