

```

using System.Collections.Generic;

public static int circularArray(int n, IList<int> endNode)
{
    int m = endNode.Count;
    int start = endNode[0], end = endNode[m - 1];
    endNode.Sort();

    bool skipStartOnce = false, skipEndOnce = false;
    for (int right = 0, left = 0; right < endNode.Count; right++)
    {
        if (!skipEndOnce && endNode[left] == start)
        {
            skipEndOnce = true;
            left++;
        }
        if (!skipStartOnce && endNode[right] == end)
        {
            skipStartOnce = true;
            continue;
        }
        if (endNode[right] <= endNode[left])
        {
            m = endNode[right];
        }
        else
        {
            left++;
        }
    }
    return m;
}

```