Problem 1 - Counter-Strike

Problem for exam preparation for the Programming Fundamentals Course @SoftUni.
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	