# 4. Copy of Array Game

Given an array of integers, determine the number of moves to make all elements equal. Each move consists of choosing all but 1 element and incrementing their values by 1.

# **Example**

numbers = [3, 4, 6, 6, 3]

Choose 4 of the 5 elements during each move and increment each of their values by one. Indexing begins at 1. It takes 7 moves as follows:

Iteration	Array	Unchanged element's
0	[ 3, 4, 6, 6, 3]	
1	[ 4, 5, 7, 6, 4]	3
2	[ 5, 6, 7, 7, 5]	2
3	[ 6, 7, 8, 7, 6]	3
4	[ 7, 8, 8, 8, 7]	2
5	[8, 9, 9, 8, 8]	3
6	[ 9, 9, 10, 9, 9]	1
7	[10, 10, 10, 10, 10]	2

#### **Function Description**

Complete the function *countMoves* in the editor below.

countMoves has the following parameter(s): int numbers[n]: an array of integers

#### **Returns:**

long: the minimum number of moves required

#### **Constraints**

- $1 \le n \le 10^5$
- 1 ≤ numbers[i] ≤ 10<sup>6</sup>

# **▼ Input Format for Custom Testing**

Input from stdin will be processed as follows and passed to the function.

The first line contains an integer n, the size of the array numbers. The next n lines each contain an element numbers[i] where  $0 \le i < n$ .

# ▼ Sample Case 0

### Sample Input 0

```
STDIN Function
-----
5 → numbers[] size n = 5
5 → numbers = [5, 6, 8, 8, 5]
6
8
8
5
```

#### Sample Output 0

7

#### **Explanation 0**

Make the following moves:

- 1. fixed value at numbers[3], so the array becomes [6, 7, 9, 8, 6]
- 2. fixed value at *numbers*[2] -> [7, 8, 9, 9, 7]
- 3. fixed value at *numbers*[3] -> [8, 9, 10, 9, 8]
- 4. fixed value at numbers[2] -> [9, 10, 10, 10, 9].
- 5. fixed value at numbers[3] -> [10, 11, 11, 10, 10].
- 6. fixed value at numbers[1]-> [11, 11, 12, 11, 11].
- 7. fixed value at *numbers*[2]-> [12, 12, 12, 12, 12].

Recall that the set of indices updated during each move must be of size n-1. It took a minimal 7 moves to make all elements in the array equal.

# ▼ Sample Case 1

# Sample Input 1

```
STDIN Function
-----
3 → numbers[] size n = 3
2 → numbers = [2, 2, 2]
2
2
```

# Sample Output 1

0

# **Explanation 1**

Initially, *numbers* = [2, 2, 2]. Because all of its elements are already equal, no moves are required.