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1  DESCENDING PLANES DEFENDING GAME (Coding Test)
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3  BACKGROUND:
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5  An arcade planes descending and shooting game.
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24 | | | | | | | | | Shooter
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28 INPUT:
29 Array I (int): Positions of each planes above the shooter
30 Array II (int): Descending speed of each planes
31 Value (int): Planes number
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33 RULES:
34 1, Planes descend at their own speeds each second
35 2, Shooter can shoot 1 plane each second, don't need to concern on hit interval
36 3, Any plane reaches position 0 before shooter hits it, game over
37 4, Planes number can be huge, even exponential level. Time efficiency would be
   mandated
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39 EXPECTED OUTPUT:
40 Maximal planes number the shooter can defend
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```