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| using System;  using System.Collections.Generic;  using System.Linq;  namespace BombNumbers  {  class Program  {  static void Main(string[] args)  {  List<int> numbers = Console  .ReadLine()  .Split()  .Select(int.Parse)  .ToList();  List<int> bombNumberAndHisPower = Console  .ReadLine()  .Split()  .Select(int.Parse)  .ToList();  int indexBomb = numbers.IndexOf(bombNumberAndHisPower[0]);  Console.WriteLine(indexBomb);  while (indexBomb != -1)  {  int leftNumber = indexBomb - bombNumberAndHisPower[1];  int rightNumber = indexBomb + bombNumberAndHisPower[1];  if (leftNumber < 0)  {  leftNumber = 0;  }  if (rightNumber > numbers.Count)  {  rightNumber = numbers.Count - 1;  }  numbers.RemoveRange(leftNumber, ++rightNumber - leftNumber);  indexBomb = numbers.IndexOf(bombNumberAndHisPower[0]);  }  Console.WriteLine(numbers.Sum());  }  }  } |