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| using System;  using System.Collections.Generic;  using System.Linq;  namespace CardsGame  {  class Program  {  static void Main(string[] args)  {  List<int> firstPlayerCards = Console.  ReadLine()  .Split()  .Select(int.Parse)  .ToList();  List<int> secondPlayerCards = Console.  ReadLine()  .Split()  .Select(int.Parse)  .ToList();  while (true)  {  if (firstPlayerCards[0] > secondPlayerCards[0])  {  firstPlayerCards.Add(firstPlayerCards[0]);  firstPlayerCards.Add(secondPlayerCards[0]);  }  else if (secondPlayerCards[0] > firstPlayerCards[0])  {  secondPlayerCards.Add(secondPlayerCards[0]);  secondPlayerCards.Add(firstPlayerCards[0]);  }  firstPlayerCards.Remove(firstPlayerCards[0]);  secondPlayerCards.Remove(secondPlayerCards[0]);  if (firstPlayerCards.Count == 0 || secondPlayerCards.Count == 0)  {  break;  }  }  if (firstPlayerCards.Sum() > secondPlayerCards.Sum())  {  Console.WriteLine($"First player wins! Sum: {firstPlayerCards.Sum()}");  }  else  {  Console.WriteLine($"Second player wins! Sum: {secondPlayerCards.Sum()}");  }  }  }  } |