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| using System;  using System.Collections.Generic;  using System.Linq;  namespace CarRace  {  class Program  {  static void Main(string[] args)  {  List<int> numbers = Console  .ReadLine()  .Split()  .Select(int.Parse)  .ToList();  int middle = FindingMiddleIndex(numbers);  if (FirstPlayerTime(middle, numbers) < SecondPlayerTime(middle, numbers))  {  Console.WriteLine($"The winner is left with total time: {FirstPlayerTime(middle, numbers)}");  }  else  {  Console.WriteLine($"The winner is right with total time: {SecondPlayerTime(middle, numbers)}");  }  }  static int FindingMiddleIndex(List<int> numbers)  {  int middleElementIndex = numbers.Count / 2;  return middleElementIndex;  }  static double FirstPlayerTime(int middle, List<int> numbers)  {  double firstPlayerTime = 0;  for (int i = 0; i < middle; i++)  {  firstPlayerTime += numbers[i];  if (numbers[i] == 0)  {  firstPlayerTime \*= 0.8;  }  }  return firstPlayerTime;  }  static double SecondPlayerTime(int middle, List<int> numbers)  {  double secondPlayerTime = 0;  for (int i = numbers.Count - 1; i > middle; i--)  {  secondPlayerTime += numbers[i];  if (numbers[i] == 0)  {  secondPlayerTime \*= 0.8;  }  }  return secondPlayerTime;  }  }  } |