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| using System;  using System.Collections.Generic;  using System.Linq;  namespace DrumSet  {  class Program  {  static void Main(string[] args)  {  double savings = double.Parse(Console.ReadLine());  List<int> drumSet = Console  .ReadLine()  .Split()  .Select(int.Parse)  .ToList();  List<int> drumSetCopy = new List<int>();  for (int i = 0; i < drumSet.Count; i++)  {  drumSetCopy.Add(drumSet[i]);  }  string command;  while ((command = Console.ReadLine()) != "Hit it again, Gabsy!")  {  int hitPower = int.Parse(command);  for (int i = 0; i < drumSetCopy.Count; i++)  {  drumSetCopy[i] -= hitPower;  if (drumSetCopy[i] <= 0)  {  int price = drumSet[i] \* 3;  if (savings >= price)  {  savings -= price;  drumSetCopy[i] = drumSet[i];  }  }  }  for (int i = 0; i < drumSetCopy.Count; i++)  {  if (drumSetCopy[i] <= 0)  {  drumSet.Remove(drumSet[i]);  drumSetCopy.Remove(drumSetCopy[i]);  }  }  }  Console.WriteLine(string.Join(" ", drumSetCopy));  Console.WriteLine($"Gabsy has {savings:f2}lv.");  }  }  } |