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| using System;  using System.Collections.Generic;  using System.Linq;  namespace MOBAChallenger  {  class Program  {  static void Main(string[] args)  {  string input;  var dict = new Dictionary<string, Dictionary<string, int>>();  while ((input = Console.ReadLine()) != "Season end")  {  List<string> inputSplited = input  .Split()  .ToList();  if (inputSplited[1] == "->")  {  inputSplited = input.Split(" -> ").ToList();  string playerName = inputSplited[0];  string playerPosition = inputSplited[1];  int playerSkill = int.Parse(inputSplited[2]);  if (!dict.ContainsKey(playerName))  {  dict[playerName] = new Dictionary<string, int>();  }  if (!dict[playerName].ContainsKey(playerPosition))  {  dict[playerName].Add(playerPosition, playerSkill);  }  if (dict[playerName][playerPosition] < playerSkill && dict[playerName].ContainsKey(playerPosition))  {  dict[playerName][playerPosition] += playerSkill;  }  }  else if (inputSplited[1] == "vs")  {  inputSplited = input.Split(" vs ").ToList();  string firstPlayerName = inputSplited[0];  string secondPlayerName = inputSplited[1];  if (dict.ContainsKey(firstPlayerName) && dict.ContainsKey(secondPlayerName))  {  bool isTheyHaveCommonPositions = false;  foreach (var kvp in dict[firstPlayerName])  {  foreach (var kvp2 in dict[secondPlayerName])  {  if (kvp.Key == kvp2.Key)  {  isTheyHaveCommonPositions = true;  break;  }  }  if (isTheyHaveCommonPositions)  {  break;  }  }  if (isTheyHaveCommonPositions)  {  if (dict[firstPlayerName].Values.Sum() > dict[secondPlayerName].Values.Sum())  {  dict.Remove(secondPlayerName);  }  else if (dict[firstPlayerName].Values.Sum() < dict[secondPlayerName].Values.Sum())  {  dict.Remove(firstPlayerName);  }  }  }  }  }  foreach (var kvp in dict  .OrderByDescending(x => x.Value.Values.Sum())  .ThenBy(x => x.Key))  {  Console.WriteLine($"{kvp.Key}: {kvp.Value.Values.Sum()} skill");  foreach (var kvp2 in kvp.Value  .OrderByDescending(x => x.Value)  .ThenBy(x => x.Key))  {  Console.WriteLine($"- {kvp2.Key} <::> {string.Join("", kvp2.Value)}");  }  }  }  }  } |