

# Programming Fundamentals Mid Exam Retake 07 April 2020

## Problem 1. Counter Strike

Write a program that **keeps track of every won** battle against an **enemy**. You will receive **initial energy**. Afterwards you will start receiving the **distance** you need to **go to reach an enemy** until the **"End of battle"** command is given, or until you **run out of energy**.

The **energy** you need for reaching an enemy is **equal to the distance you receive**. Each time you reach an enemy, your **energy is reduced**. This is considered a successful battle (**win**). If you don't have **enough energy** to reach an the enemy, print:

**"Not enough energy! Game ends with {count} won battles and {energy} energy"**

and **end the program**.

Every **third won battle** increases **your energy with the value of your current count of won battles**.

Upon receiving the **"End of battle"** command, print the **count of won battles** in the following format:

**"Won battles: {count}. Energy left: {energy}"**

### Input / Constraints

- On the **first line** you will receive **initial energy** – an **integer [1-10000]**.
- On the **next lines**, you will be receiving **distance** of the enemy – an **integer [1-10000]**

### Output

- The description contains the proper output messages for each case and the format in which they should be print.

### Examples

Input	Output	Comments
100 10 10 10 1 2 3 73 10	Not enough energy! Game ends with 7 won battles and 0 energy	Initial energy is 100. The first distance is 10, so we subtract 10 from 100 and we consider this a <b>won</b> battle. We are left with 90 energy. Next distance – 10, and 80 energy left.  Next distance – 10, 3 won battles and 70 energy, but since we have 3 won battles, we increase the energy with the current count of won battle, in this case – <b>3 and it becomes 73</b> .  The last distance we receive – <b>10</b> is unreachable since we have <b>0</b> energy, so we print the appropriate message and the program ends.
200 54 14 28 13 End of	Won battles: 4. Energy left: 94	

battle		
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