Output
Scoreboard:
P1:8 -> 8
P2: -> 0

Scoreboard:
P1:8/ -> 15
P2: -> 0

Scoreboard:
P1:8/ -> 15
P2:x -> 20

Scoreboard:
P1:8/5 -> 20
P2:x -> 20
....
....
....

P1 is the winner with 135 score

Expectation:

1. The code should be functionally complete.
2. The code should be modular.
3. Design should be extensible.
4. The code should be parameterized than hard coded.

Bowling Alley

Write machine code for a single lane bowling alley system.

One bowling game will be played by multiple players on a single lane. During the game, players and their scores will be maintained and shown by the system and the winner will be declared at the end of the game.

Some rules about bowling:

- A game consists of ten sets
- In each set, the player has two opportunities to knock down ten pins.
- The score for a set is the total number of pins knocked down, plus bonuses for strikes and spares.
- A spare is when the player knocks down all ten pins in two tries. If there is spare the player gets 5 bonus points.
- A strike is when the player knocks down all ten pins on his/her first try. If there is a strike the player gets 10 bonus points.
- In the final set, a player who rolls a spare or a strike is allowed to roll the extra balls to complete the set. However, only a maximum of three balls can be rolled in the final set.

Input:
No. of players
The score of each shot for the player

Input Symbol / means spare, X means a strike and 0-9 has usual meaning.

Output:
The current position of the running games

Example:
Input
2
8
/
X
5
...
...
...