Task 1:

Coin Game-

1) Firstly, take input for

1. Number of User
2. Number of coins (which should be a multiple of the number of User, if not true- terminate the program)
3. Coin Values

2) Start game:

1. First player gets to pick the coin first.
2. The player will check which coin value is higher, i.e. first coin or the last coin and pick that coin. And that coin will be eliminated from the list.
3. Similarly, after that the second player get to choose which of the coin has the higher value and he will pick it and so on until there are no coins left in the list.
4. All the values of the coin picked by the individual players are being stored in their respective arrays.

3) Find Winner:

1. Check which player has a higher value from the coins that they have and assign the value to variable “max”.

4) Display Winner:

1. Display the winner and his score.

Task 2:

Train Seat Problem –

1. Firstly, take user input for:
    a. Number of test cases.
    b. Seat number
2. Noticeably the seat arrangement cycle repeats after each 12 seats.
3. Difference between the seat opposite to each remains consistent throughout.
4. And so, we can set the switch case for each difference and that will work fine for the rest of the seats. Let's see an example:
    a. If the seat number is 1 WS then the opposite seat is 12 WS.
    b. If the seat number is 12 WS then the opposite seat is 1 WS.
    c. If the seat number is 4 AS then the opposite seat is 9 AS.
    d. If the seat number is 9 AS then the opposite seat is 4 AS.

    These are the examples of seat numbers from 1 to 12. After these the pattern will be in cycle.

    For example,
    e. If the seat number is 88 AS then the opposite seat is 93 AS.
    f. If the seat number is 93 AS then the opposite seat is 88 AS.
    g. If the seat number is 59 MS then the opposite seat is 50 MS.
    h. If the seat number is 50 MS then the opposite seat is 59 MS.
    And so on…
5. Then the answer for the opposite seat and its type will be printed.