You are playing an RPG. Currently your points total is equal to experience. To reach the next level your XP should be at least at threshold. If you kill the monster in front of you, you will gain more experience points in the amount of thereward.

Given values experience, threshold andreward, check if you reach the next level after killing the monster.

**Example**

* For experience = 10, threshold = 15 andreward = 5, the output should be  
  reachNextLevel(experience, threshold, reward) = true;
* For experience = 10, threshold = 15 andreward = 4, the output should be  
  reachNextLevel(experience, threshold, reward) = false.

**Input/Output**

* **[time limit] 3000ms (cs)**
* **[input] integer experience**

*Constraints:*  
3 ≤ experience ≤ 250.

* **[input] integer threshold**

*Constraints:*  
5 ≤ threshold ≤ 300.

* **[input] integer reward**

*Constraints:*  
2 ≤ reward ≤ 65.

* **[output] boolean**

true if you reach the next level, falseotherwise.

<https://codefights.com/arcade/code-arcade/at-the-crossroads/m9wjpkCjgofg7gs8N>

static bool reachNextLevel(int experience, int threshold, int reward)

{

if (experience + reward >= threshold)

{

return true;

}

return false;

}