**Alphabet war**

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C#

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**Introduction**

There is a war and nobody knows - the alphabet war!  
There are two groups of hostile letters. The tension between left side letters and right side letters was too high and the war began.

**Task**

Write a function that accepts fight string consists of only small letters and return who wins the fight. When the left side wins return Left side wins!, when the right side wins return Right side wins!, in other case return Let's fight again!.

The left side letters and their power:

w - 4

p - 3

b - 2

s - 1

The right side letters and their power:

m - 4

q - 3

d - 2

z - 1

The other letters don't have power and are only victims.

**Example**

AlphabetWar("z"); //=> Right side wins!

AlphabetWar("zdqmwpbs"); //=> Let's fight again!

AlphabetWar("zzzzs"); //=> Right side wins!

AlphabetWar("wwwwwwz"); //=> Left side wins!

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using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace ConsoleApplication1

{

class Program

{

public static string AlphabetWar(string fight)

{

//return "Let's fight again!";

//string left = "wpbs";

//string right = "mqdz";

//int[] v = { 4, 3, 2, 1 };

int sum = 0;

foreach (char ch in fight)

{

if (ch == 'w')

{

sum += 4;

}

else if (ch == 'p')

{

sum += 3;

}

else if (ch == 'b')

{

sum += 2;

}

else if (ch == 's')

{

sum += 1;

}

else if (ch == 'm')

{

sum -= 4;

}

else if (ch == 'q')

{

sum -= 3;

}

else if (ch == 'd')

{

sum -= 2;

}

else if (ch == 'z')

{

sum -= 1;

}

}

if (sum < 0)

{

return "Right side wins!";

}

else if (sum == 0)

{

return "Let's fight again!";

}

return "Left side wins!";

}

//----------otras soluciones---------------

private static Dictionary<char, int> leftSidePowers = new Dictionary<char, int>

{

['w'] = 4, ['p'] = 3, ['b'] = 2, ['s'] = 1

};

private static Dictionary<char, int> rightSidePowers = new Dictionary<char, int>

{

['m'] = 4, ['q'] = 3, ['d'] = 2, ['z'] = 1

};

public static string AlphabetWar(string fight)

{

int leftSideTotalPower = 0;

int rigthSideTotalPower = 0;

foreach(var c in fight)

{

if (leftSidePowers.ContainsKey(c))

{

leftSideTotalPower += leftSidePowers[c];

}

else if (rightSidePowers.ContainsKey(c))

{

rigthSideTotalPower += rightSidePowers[c];

}

}

if (leftSideTotalPower == rigthSideTotalPower)

{

return "Let's fight again!";

}

return leftSideTotalPower > rigthSideTotalPower ? "Left side wins!" : "Right side wins!";

}

public static string AlphabetWar(string fight)

{

var numVal = new Dictionary<char, int>()

{

{'w', 4 },

{'p', 3 },

{'b', 2 },

{'s', 1 },

{'m', -4 },

{'q', -3 },

{'d', -2 },

{'z', -1 }

};

int score = 0;

foreach (var letter in fight)

{

if (numVal.ContainsKey(letter))

score += numVal[letter];

}

if (score > 0)

return "Left side wins!";

else if (score == 0)

return "Let's fight again!";

else

return "Right side wins!";

}

static void Main(string[] args)

{

Console.WriteLine(AlphabetWar("zdqmwpbs"));

Console.ReadLine();

}

}

}