# JS Essentials - Exam Preparation

Exam problems for the [“JavaScript Essentials” course @ SoftUni](https://softuni.bg/courses/javascript-advanced). Submit your solutions in the SoftUni Judge system at <https://judge.softuni.bg/Contests/Practice/Index/1659#1>.

## Problem 2. Plasma Giants

You will receive **2 arguments** - an **array** and a **number**.

The **array** represents the **plasma** you need to cut in **2 pieces**. The 2 pieces will form **2 giants** that will fight each other. That is how it works:

* First, you have to cut the array into **2 equal pieces**.
* Then, you have to use the second argument (**the number - the size of the cut**) to create a giant. When you already have the arrays from the first cut, you take them and cut each of them by the **size cut**.
  + Example: If we receive an array **[1,2,3,4,5,6,7,8,9,10,11,12]** and the second argument is **3**. First, we have to cut the array into 2 equal pieces. The result will be **[1,2,3,4,5,6]** for the **first part** and **[7,8,9,10,11,12]** for the **second part.** After that we see out cut size is **3**. We **split** each of the arrays (first part and second part) into **N** array each of them has **3** (cut size) elements. The result will be **[1,2,3]** and **[4,5,6]** for the **first part** and **[7,8,9]** and **[10,11,12]** for the **second part**.
* After we have the **pieces** (arrays after the cut size) for both sides, we must find the **product** for each of them.
  + Example: After the cut size, we have **[1,2,3]** , **[4,5,6]** for the first part and **[7,8,9]** , **[10,11,12]** for the second part. The result will be: 1 \* 2 \* 3 = **6**; 4 \* 5 \* 6 = **120**; **[6,120]** for the first part and 7 \* 8 \* 9 = **504**;10 \* 11 \* 12 = **1320**; **[504,1320]** for the second part.
* Finally, to build these giants and put them into a fight we have to find the **sum** of these **products**.
  + The first giant will be 6 + 120 = **126**, and the second giant will be 504 + 1320 = **1824**
  + The fight rules are simple:
    - Each of the giants has the same **damage per hit** which is the **smallest number** from the originally received array, in our case **([1,2,3,4,5,6,7,8,9,10,11,12])** that's **1**. When they hit, you have to **decrease** the giant number with that damage per hit. They hit each other at the **same time.**
    - The fight **stops,** when one of them **reaches** the **biggest number** from the originally received array **or less**, in our case that’s **12.** Also, you have to keep track of the **rounds** of the fight. 1 round is completed when they hit each other **once**.
* At the end, you have to print the **giant who won the fight** and number of **rounds**.

### Input

* 2 arguments. The first one is an **array** and **the** second one is a **number**

### Output

If we have a winner, the corresponding output must be:

**"{First/Second} Giant defeated {First/Second} Giant with result ${winnerGiantPoints} - ${defeatedGiantPoints} in ${rounds} rounds"**

Otherwise:

**"Its a draw {firstGiantPoints} – {secondGiantPoints}"**

### Constraints

* The incoming array **always** will be **divided** into the **cut** **size** **without** **reminder**
* The incoming array will contain numbers **greater** or **equal** than **0**
* The **cut size** will be number **greater** or **equal** than **0**

### Example

|  |  |
| --- | --- |
| **Input** | **Output** |
| **[3, 3, 3, 4, 5, 6, 7, 8, 9, 10, 5, 4], 2** | **Second Giant defeated First Giant with result 124 - 9 in 15 rounds** |
| **[4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4], 2** | **Its a draw 4 - 4** |