CSPP2 Remedial Exam - 4

PigDice

The task is to implement pig dice game to pass the time.

Minimum Number of Players should be 2 and Maximum number of players can be 6.
The goal of the game is the player has to reach 100 points.

Gameplay: On a turn, a player rolls the die repeatedly until either:

A 1 or 6 is rolled

If a 1 is rolled, that player's turn ends and no points are earned.

If a 6 is rolled, all of the points rolled during that turn are added to his or her score.

Scoring Examples

Example 1: Ravi rolls until 1 (6, 6, 6, 4, 5, 6, 1).

Because he rolled a 1, Ravi's turn ends and he earns 0 points.

Example 2: Charan rolls until 6 (6, 3, 4, 2, 6) and decides to hold.

Charan earns 21 points for this turn (6+3+4+2+6=21).

Game End: When a player reaches a total of 100 or more points, the game ends and that player is the winner.

Sample Input:
2
Alice
Alice got 2
Alice got 5
Alice got 5
Alice got 6
Bob
Bob got 2
Bob got 2
Bob got 1
Alice
Alice got 3
Alice got 6
Bob
Bob got 5
Bob got 1
Alice
Alice got 6

Bob
Bob got 2
Bob got 3
Bob got 5
Bob got 3
Bob got 1
Alice
Alice got 5
Alice got 4
Alice got 2
Alice got 6
Bob
Bob got 1
Alice
Alice got 5
Alice got 2
Alice got 1
Bob
Bob got 5
Bob got 6
Alice
Alice got 6
Bob
Bob got 3
Bob got 3
Bob got 2
Bob got 6
Alice
Alice got 4
Alice got 4
Alice got 2
Alice got 2
Alice got 6
Bob
Bob got 1
Alice
Alice got 3
Alice got 2
Alice got 3
Alice got 4
Alice got 3
Alice got 3
Alice got 1

Bob
Bob got 5
Bob got 5
Bob got 5
Bob got 3
Bob got 1
Alice
Alice got 2
Alice got 3
Alice got 5
Alice got 5
Alice got 2
Alice got 3
Alice got 5
Alice got 5
Alice got 4
Alice got 6

Sample Output:
Alice

Input format:
The first line represents number of players.
The consecutive line contains player name and the rolled values.

Output format:
Winner name