## 1823. Find the Winner of the Circular Game/ Josephus Problem

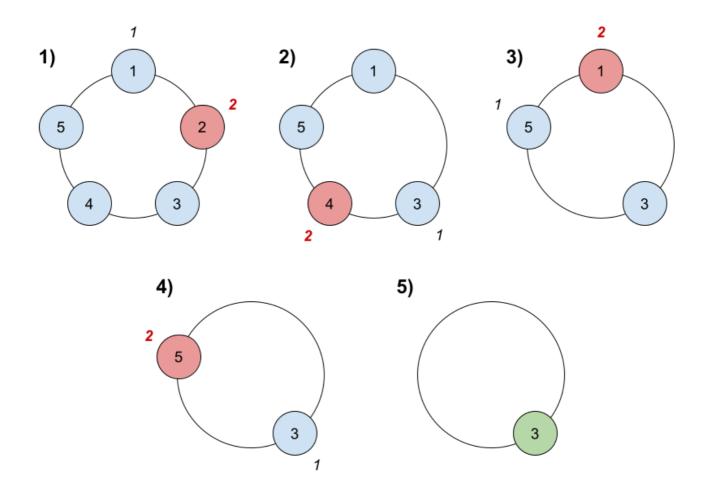
There are n friends that are playing a game. The friends are sitting in a circle and are numbered from n to n in **clockwise order**. More formally, moving clockwise from the n < n friend brings you to the n < n friend brings friend for n < n and moving clockwise from the n < n friend brings you to the n < n friend brings you to the n < n friend brings you to the n < n friend.

The rules of the game are as follows:

- 1. **Start** at the 1<sup>st</sup> friend.
- 2. Count the next k friends in the clockwise direction **including** the friend you started at. The counting wraps around the circle and may count some friends more than once.
- 3. The last friend you counted leaves the circle and loses the game.
- 4. If there is still more than one friend in the circle, go back to step 2 **starting** from the friend **immediately clockwise** of the friend who just lost and repeat.
- 5. Else, the last friend in the circle wins the game.

Given the number of friends, n, and an integer k, return the winner of the game.

## Example 1:



```
Input: n = 5, k = 2
Output: 3
Explanation: Here are the steps of the game:
1) Start at friend 1.
2) Count 2 friends clockwise, which are friends 1 and 2.
3) Friend 2 leaves the circle. Next start is friend 3.
4) Count 2 friends clockwise, which are friends 3 and 4.
5) Friend 4 leaves the circle. Next start is friend 5.
6) Count 2 friends clockwise, which are friends 5 and 1.
7) Friend 1 leaves the circle. Next start is friend 3.
8) Count 2 friends clockwise, which are friends 3 and 5.
9) Friend 5 leaves the circle. Only friend 3 is left, so they are the winner.
```

## Example 2:

```
Input: n=6, k=5 Output: 1 Explanation: The friends leave in this order: 5, 4, 6, 2, 3. The winner is friend 1.
```

## **Constraints:**

• [1 <= k <= n <= 500]

```
class Solution:
    def findTheWinner(self, n: int, k: int) -> int:
        if n==1:
            return 1
        x = self.findTheWinner(n-1,k)
        y = (x+k-1)%n + 1
        return y
```