

```
1 import java.util.ArrayList;
2
3 public class BulgarianSolitaire2 {
4
5     public static void main(String[] args) {
6         // TODO Auto-generated method stub
7
8         Scanner stitch = new Scanner(System.in);
9         System.out.println("How many piles do you want? ");
10        int fpiles = stitch.nextInt();
11        stitch.close();
12
13        Random ranch = new Random ();
14        int triCard = (fpiles * (fpiles + 1 )) / 2;
15        int pile = 0;
16
17        ArrayList <Integer> cards = new ArrayList <Integer> ();
18        ArrayList <Integer> end = new ArrayList <Integer> ();
19
20        for (int m = 1; m <= fpiles; m++) {
21            end.add(m);
22        }
23
24        boolean check = true;
25
26        while (triCard > 0) {
27            pile = ranch.nextInt(triCard)+1;
28            cards.add(pile);
29            triCard = triCard - pile;
30        }
31
32        System.out.println("Starting pile configuration: " + cards);
33
34        int egg = 0;
35
36        while (check = true){
37            for (int i = 0; i < cards.size(); i++) {
38                cards.set(i, cards.get(i)-1);
39                egg++;
40
41                if (cards.get(i) == 0) {
42                    cards.remove(i);
43                    i--;
44                }
45            }
46
47            cards.add(egg);
48            egg = 0;
49
50            if (cards.containsAll(end)) {
51                //System.out.println(end);
52                check = false;
53                break;
54            }
55        }
56
57        System.out.println("Ending pile configuration: " + end);
58
59    }
```

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60     }  
61 }  
62
```