

Enter num cards. Number must be triangular
15

Starting configuration: [7, 3, 1, 3, 1]

```
[6, 2, 2, 5]
[5, 1, 1, 4, 4]
[4, 3, 3, 5]
[3, 2, 2, 4, 4]
[2, 1, 1, 3, 3, 5]
[1, 2, 2, 4, 6]
[1, 1, 3, 5, 5]
[2, 4, 4, 5]
[1, 3, 3, 4, 4]
[2, 2, 3, 3, 5]
[1, 1, 2, 2, 4, 5]
[1, 1, 3, 4, 6]
[2, 3, 5, 5]
[1, 2, 4, 4, 4]
[1, 3, 3, 3, 5]
[2, 2, 2, 4, 5]
[1, 1, 1, 3, 4, 5]
[2, 3, 4, 6]
[1, 2, 3, 5, 4]
```

It took only 19 tries to converge.

```
public static void bulgarianSolitaire(int numCards) {

    // Check if given number of cards is triangular
    int n = (int) Math.sqrt(2*numCards);
    if (n*(n+1)/2 != numCards) {
        System.out.println(numCards + " is not triangular");
        return;
    }

    Random randNum = new Random();
```

```

        ArrayList<Integer> good = new ArrayList<Integer>();

        // initialize random array list
        ArrayList<Integer> realArray = new ArrayList<Integer>();
        initRandAL(realArray, numCards);

        int arraySize = 5;

        for (int i = 0; i <= numCards; i++) {
            good.add(i);
            numCards -= i;
        }
        removeZeros(good);

        int count = 0;

        System.out.println("Starting configuration: " + realArray);

        while (true) {

            for (int i = 0; i < realArray.size(); i++) {
                int val = realArray.get(i);
                val -= 1;
                realArray.set(i, val);
            }
            count++;
            realArray.add(realArray.size());
            removeZeros(realArray);
            System.out.println(realArray);
            if (realArray.containsAll(good) && realArray.size() == good.size()) {
                break;
            }
        }

        System.out.println("It took only" + " " + count + " " + "tries to converge.");
    }

    public static void removeZeros(ArrayList<Integer> array) {
        for (int i = 0; i < array.size(); i++) {
            if (array.get(i) == 0) {
                array.remove(i);
                i--;
            }
        }
    }
}

```

```
    }  
}  
  
public static void initRandAL(ArrayList<Integer> myList, int numCards) {  
    int sum = 0;  
    Random randy = new Random();  
    while (sum != numCards) {  
        int nextInt = randy.nextInt(1, numCards + 1 - sum);  
        myList.add(nextInt);  
        sum += nextInt;  
    }  
}  
  
public static void printAL(ArrayList<Integer> myList) {  
    for (int num: myList) {  
        System.out.println(num + " ");  
    }  
}
```