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import java.util.ArrayList;
import java.util.Random;
import java.util.Scanner;
public class BulgarianSolitaire2 {

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        Scanner stitch = new Scanner(System.in);
        System.out.println("How many piles do you want? ");
        int fpiles = stitch.nextInt();
        stitch.close();

        Random ranch = new Random ();
        int triCard = (fpiles * (fpiles + 1 )) / 2;
        int pile = 0;

        ArrayList <Integer> cards = new ArrayList <Integer> ();
        ArrayList <Integer> end = new ArrayList <Integer> ();

        for (int m = 1; m <= fpiles; m++) {
            end.add(m);
        }

        boolean check = true;

        while (triCard > 0) {
            pile = ranch.nextInt(triCard)+1;
            cards.add(pile);
            triCard = triCard - pile;
        }

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

        int egg = 0;

        while (check = true){
            for (int i = 0; i < cards.size(); i++) {
                cards.set(i, cards.get(i)-1);
                egg++;

                if (cards.get(i) == 0) {
                    cards.remove(i);
                    i--;
                }
            }
        }
    }
}

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        }  
    }  
  
    cards.add(egg);  
    egg = 0;  
  
    if (cards.containsAll(end)) {  
        //System.out.println(end);  
        check = false;  
        break;  
    }  
}  
  
System.out.println("Ending pile configuration: " + end);  
}  
}
```