

ring

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## Content Menu

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```
package main

import (
    "fmt"
    "github.com/gogf/gf/v2/container/gring"
)

type Player struct {
    position int //
    alive    bool //
}

const (
    playerCount = 41 //
    startPos    = 1  //
)

var (
    deadline = 3
)

func main() {
    r := gring.New(playerCount)

    //
    for i := 1; i <= playerCount; i++ {
        r.Put(&Player{i, true})
    }

    // 1
    if startPos > 1 {
        r.Move(startPos - 1)
    }

    counter := 1 // 1
    deadCount := 0 // 0

    //
    for deadCount < playerCount {
        //
        r.Next()

        //
        if r.Val().(*Player).alive {
            counter++
        }

        // deadline
        if counter == deadline {
            r.Val().(*Player).alive = false
            fmt.Printf("Player %d died!\n", r.Val().(*Player).position)
            deadCount++
            counter = 0
        }
    }
}
```

Player 3 died!  
Player 6 died!  
Player 9 died!  
Player 12 died!  
Player 15 died!  
Player 18 died!  
Player 21 died!  
Player 24 died!  
Player 27 died!  
Player 30 died!  
Player 33 died!  
Player 36 died!  
Player 39 died!  
Player 1 died!  
Player 5 died!  
Player 10 died!  
Player 14 died!  
Player 19 died!  
Player 23 died!  
Player 28 died!  
Player 32 died!  
Player 37 died!  
Player 41 died!  
Player 7 died!  
Player 13 died!  
Player 20 died!  
Player 26 died!  
Player 34 died!  
Player 40 died!  
Player 8 died!  
Player 17 died!  
Player 29 died!  
Player 38 died!  
Player 11 died!  
Player 25 died!  
Player 2 died!  
Player 22 died!  
Player 4 died!  
Player 35 died!  
Player 16 died!  
Player 31 died!