The problem is to write a program that will score a bowling game. A game of bowling is made up of ten frames. In each frame, the bowler gets two chances to knock down ten pins. The rules for scoring the game are described below.

The input to your program is an array of arrays of integers. You may assume that input comes to your program already formatted as an array by another part of a larger system, so you do not need to worry about converting input to an array. You may also assume that all input is correct; you need not worry about error-checking the input data.

Each sub-array represents one frame of the game. A sample complete game input might look like this:

```
[[4,3],[10],[4,5],[1,3],[0,4],[2,5],[8,0],[9,1],[6,2],[2,3]]
```

The output is an array of integers, representing the total score of the game so far at the end of each frame. For the above example, the output would be:

```
[7, 26, 35, 39, 43, 50, 58, 74, 82, 87]
```

If you are unfamiliar with the rules of scoring bowling, they are as follows:

- The game has ten frames. The object in each frame is to knock down the ten pins.
- Each frame has two throws
- The user's basic score for a frame is the total of two throws.
- If the user knocks down all ten pins on the first throw of a frame that is a strike. The score for that frame includes the strike, plus the score for the next two throws. The Strike in the second frame in the example adds 19 points to the score -- ten for the strike, plus 4 and 5 for the next two throws in the third frame. See the above example
- Another example: [4,3],[10],[5,6] Second frame is a strike so the score of that frame will be Ten + Next frame score (that is Eleven) so total of 21. So the output array will be [7, 28, 93 and so on]
- If the user knocks down all ten pins with both shots in the frame, that is a spare. The score for that frame includes the ten points for the spare, plus the pins knocked down in the next throw. The spare in the eighth frame of the example add 16 points to the score -- ten for the spare, plus six for the first throw in the ninth frame.
- If the user gets a strike in the tenth frame, the user takes two additional shots to get added to the score. If the user gets a spare in the tenth frame, the user gets one additional shot to be added to the score. These extra shots will be part of the tenth sub array in the data, [10,2,3] or [4,6,4] or [10,10,10]
- By the above rules, a perfect game has a score of 300.

You can see some more examples online at
What we expect and don’t expect.

1. Please use C# Web application or Windows Application.
2. No need to prepare the GUI. Assumes that the inputs are coming from an Array.
3. We are interested in seeing your coding skills and not your design skills.
4. We will look for your ability to attack the problem with your analytical skills, problem solving approach, logical thinking and so on.
5. OOP/Functional programming
6. You should tell us how to run your program. It should detail out how to enter inputs and see the outputs.
7. If you make any assumptions, please mention that in your solution.
8. Keep it simple
9. If you have any question please don’t hesitate to contact us at info@spritle.com
10. Send your solution as a zip file to info@spritle.com

Good Luck.
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