Betting:

Betting was a simple matter of simulation. TopCoder ensured that the input represented a valid round of betting, so it was simply a matter of simulating the process from then on. The difficulty was that no direct information was provided as to how many players were involved in the round of betting. Under time stress, everyone decided to code a solution that simply started with 2 players and went up until a working solution was found. This required the player to also determine what was/was not a valid round of betting. However, it was possible to mathematically calculate how many players were involvedit was the number of players folding before the last raise, plus the number of moves (calls or folds) after the last raise, plus 1. Once the number of players has been determined, the rest of the problem is trivial.