using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace \_01\_SweetDeserts

{

public class SweetDeserts

{

public static void Main()

{

var cash = decimal.Parse(Console.ReadLine());

var guests = int.Parse(Console.ReadLine());

var bananaPrice = decimal.Parse(Console.ReadLine());

var eggPrice = decimal.Parse(Console.ReadLine());

var berriesPrice = decimal.Parse(Console.ReadLine());

var portions = Math.Ceiling(guests \* 1.0m / 6);

var moneyNeeded = (2 \* bananaPrice + 4 \* eggPrice + 0.2m \* berriesPrice) \* portions;

if (cash >= moneyNeeded)

{

Console.WriteLine($"Ivancho has enough money - it would cost {moneyNeeded:F2}lv.");

}

else

{

Console.WriteLine($"Ivancho will have to withdraw money - he will need {(moneyNeeded - cash):F2}lv more.");

}

}

}

}