6. Duck Arcade

Program Name: Duck.java   Input File: duck.dat

At the State Fair of Texas, there is a Duck Arcade game on the midway that guarantees that you will win a prize every time you play. In this arcade, there are hundreds of small, plastic ducks floating down a stream of water. On the bottom of each duck and unseen by the player is a positive integer in the range from 1 through 10. There is always an equal number of ducks with each of the 10 integers.

To play the game, the player selects 5 ducks out of the stream. The prize the player wins is based on the sum of the numbers on the bottom of the five ducks selected using the following guidelines:
- Level 1 – if the sum is 25 or less, the prize is a chalk dog
- Level 2 – if the sum is 26 through 30, the prize is a 4" stuffed animal
- Level 3 – if the sum is 31 through 35, the prize is a 12" stuffed animal
- Level 4 – if the sum is greater than 35, the player can choose any prize in the Duck Arcade.

Your boss wants you to write a program that simulates random games for a large number of players so he can determine if the sum of the numbers on the 5 ducks selected in each game are in a range that will allow him to make a healthy profit.

To simulate the random numbers on the ducks selected, you will construct an object of the type `java.util.Random`. This class allows you to specify the seed for the random number generator. For a given seed, the order of the random numbers is always the same.

Input
The first line of input will contain a single integer `n` that indicates the number of games in your simulation. The second line will contain a long integer that you will use to seed the random number generator for the simulation.

Output
You will print the number of games in the simulation that fall into each of the Levels, 1 through 4, following the format shown in the example output below.

Example Input File
```
25
43234564324455
```

Example Output to Screen
```
Level 1: 10
Level 2: 6
Level 3: 4
Level 4: 5
```

Note: these are the random numbers generated for the 25 games in the input file:
```
2 3 7 7 4 8 8 4 8 6 2 1 2 8 3 3 7 7 1 8 1 10 8 5 8 1 4 7 6 7 5 10 9 10 5 7 8
10 8 9 10 6 10 3 7 4 4 7 5 5 4 9 1 2 4 10 2 9 5 9 1 6 7 9 6 6 1 4 4 5 4 7 2 8
9 2 6 6 4 6 5 2 8 10 4 8 10 1 8 9 8 1 2 9 4 10 10 7 9 3 6 6 3 3 10 9 3 3 8 8
2 7 4 4 6 7 9 1 3 1 1 9 7 4 7
```