


## Improve the Team! (lootboxes)

William was very bored during lockdown, so he decided to download a soccer game on his smartphone. Since then, he has played a lot of matches and he has earned  $X$  coins in total. However, winning is becoming increasingly difficult so he needs to improve his team with new players.



Figure 1: One of the possible loot boxes.

In order to do so, he wants to spend the coins he has earned to open some of the  $N$  loot boxes available. The  $i$ -th loot box has probability  $P_i$  of containing a good player and costs  $Q_i$  coins. Each probability  $P_i$  is an integer number between zero and one hundred, representing the probability as a percentage. Can you help William decide which loot boxes to open in order to maximize the expected number of good players he can get?

 Among the attachments of this task you may find a template file `lootboxes.*` with a sample incomplete implementation.

### Input

The first line contains two integers  $N$  and  $X$ . Then  $N$  lines follow, the  $i$ -th line contains two integers  $P_i$  and  $Q_i$ .

### Output

You need to write a single line with an integer: the maximum expected number of good players William might find in the loot boxes, expressed as a percentage.





### Constraints

- $1 \leq N \leq 5000$ .
- $1 \leq X \leq 10\,000$ .
- $0 \leq P_i \leq 100$  for each  $i = 0 \dots N - 1$ .

- $1 \leq Q_i \leq 10\,000$  for each  $i = 0 \dots N - 1$ .

## Scoring

Your program will be tested against several test cases grouped in subtasks. In order to obtain the score of a subtask, your program needs to correctly solve all of its test cases.

- **Subtask 1** (0 points)      Examples.  

- **Subtask 2** (20 points)       $N \leq 20$ .  

- **Subtask 3** (45 points)       $N \cdot X \leq 10^6$ .  

- **Subtask 4** (35 points)      No additional limitations.  


## Examples

input	output
6 3 70 1 54 3 20 1 9 1 20 2 33 1	123

## Explanation

In the **first sample case**, the maximum expected number of good players William can get is 1.23, or 123% as percentage. In order to do so, he can open the first, third and sixth loot boxes paying a total of  $1 + 1 + 1 = 3$  coins. In this case, the expected value is  $1 \cdot 70\% + 1 \cdot 20\% + 1 \cdot 33\% = 123\%$ .