ShaKer 2020 Coding Battle



F. « Merch time! »

Statement

You and your friend Bob are used to attending local concerts together. Once they're over, you usually challenge each other on "items hunt"!

The base principle is simple: you set out to spend a precise amount of money on a items stall just outsite of the concert. You have to spend exactly this amount buying stuff, with every piece being worth between $1 \in$ and $14 \in$. If you reach this goal and Bob doesn't, you win the bet.

For all these years, Bob has been a rough and cunning opponent, and too often he won. Time for a revenge at last! but this time, you'll be a step ahead...



Bob's face when he realises that he has no way to win.

Outside of the concert room, many stalls are available, and it's your responsability to choose the one stall where the duel will take place. For the occasion, you'll have written an algorithm which will establish whether or not there is a way for you to spend exactly the amount set AND make sure Bob can't.

Your turn now to write this program!

Input

- On the first line, an integer Q representing the amount to spend $(1 \le Q \le 50)$.
- On the second line, an interger N representing the number of items available on the stand $(1 \le N \le 30)$;
- On the third line, N integer separated by spaces representing each the price P_i of the i-th item $(1 \le P_i \le 14)$.

Output

Print "POSSIBLE" if you have a strategy to win inevitably, "IMPOSSIBLE" otherwise.

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Examples

Example 1

Input	Output
21 6 7 13 13 8 8 8	IMPOSSIBLE

On this first example, Bob and you each have $21 \in$. You can choose among 6 available items. 1 is worth $7 \in$, 2 are worth $13 \in$ and 3 are worth $8 \in$. There is only one way for you to spend exactly $21 \in$: you have to buy one $8 \in$ item and one tagged $13 \in$. Bob will have to choose between one $13 \in$ item and $28 \in$ items. He will also achieve his goal, and you could not win this time.

Example 2

Input	Output
20 4 6 14 10 7	POSSIBLE
6 14 10 7	

On the second example, you'll have a budget of $20 \in$. In this configuration, you could spend all your money buying 6 and $14 \in$ items; Bob could buy only the $10 \in$ and $7 \in$ products. He won't spend his money entirely, and you're the winner!

Example 3

Input	Output
10 11 6 1 1 1 1 2 1 7 5 2 1	POSSIBLE
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In the third example, you have a 10 euro budget. You have a lot of possibilities to spend it all: buying a $6 \in$ and $4 \in$ items, or $7 \in$, $2 \in$ and $1 \in$... But if you take all the $1 \in$ and $2 \in$ items, only the $7 \in$ and $5 \in$ items will be left. Bob couldn't spend all his money, and you're declared winner, hence "POSSIBLE".