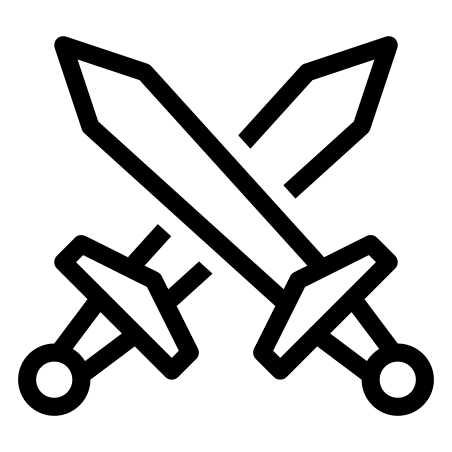
### Problem 1 - Experience Gaining



*Write a program that helps a player figure how many battles he will need to play in a battle video game to unlock the next tank in the line.*

On **the first line,** you will **receive the amount of experience** needed to unlock the tank. On **the second line,** you will **receive the count of battles**. On **the** **following lines,** you will receive the experience the player can gain in every battle.

Calculate if he **can unlock** the tank. Keep in mind that he **gets 15%** more experience for every **third battle** and **10% less** for every **fifth battle, and 5% more experience on every fifteenth**. You also need to **stop the program** as soon as he **collects the needed experience**.

Format the **output** as shown below.

### Input

* On the **first line,** you will receive the **needed experience** amount – a **real number** in the range **[0.0….400000.0]**.
* On the **second line,** you will receive the **count of battles** – an **integer number** in the range

**[0….500]**.

* On the **following lines,** you will receive the **experience earned per battle** – a **real number** in the range

**[0.0….5000.0]**.

### Output

* If he **managed to gather** the experience**:**
  + **"Player successfully collected his needed experience for {battleCount} battles."**
* If he was **not able** to do it**:**
  + **"****Player was not able to collect the needed experience, {neededExperience} more needed."**

**NOTE: Format** the needed experience to **the second decimal place**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 500  5  50  100  200  100  30 | Player successfully collected his needed experience for 5 battles. |
| **Comments** | |
| The first line is the amount of the wanted experience. – **"500"**  The second line is the expected battles for which he has to collect the experience. – **"5"**  After that is the experience received for every battle:  **50 + 100 + (200 + (200 \* 15 %)) + 100 + (30 – (30 \* 10 %)) = 507**  So on the console is printed :  **"Player successfully collected his needed experience for 5 battles."** | |
| **Input** | **Output** |
| 500  5  50  100  200  100  20 | Player was not able to collect the needed experience, 2.00 more needed. |
| **Input** | **Output** |
| 400  5  50  100  200  100  20 | Player successfully collected his needed experience for 4 battles. |

### JS Examples

The input will be provided as an array of numbers.

|  |  |
| --- | --- |
| **Input** | **Output** |
| ([500,  5,  50,  100,  200,  100,  30]) | Player successfully collected his needed experience for 5 battles. |
| **Comments** | |
| The first line is the amount of the wanted experience. – **"500"**  The second line is the expected battles for which he has to collect the experience. – **"5"**  After that is the experience received for every battle:  **50 + 100 + (200 + (200 \* 15 %)) + 100 + (30 – (30 \* 10 %)) = 507**  So on the console is printed :  **"Player successfully collected his needed experience for 5 battles."** | |
| **Input** | **Output** |
| ([500,  5,  50,  100,  200,  100,  20]) | Player was not able to collect the needed experience, 2.00 more needed. |
| **Input** | **Output** |
| ([400,  5,  50,  100,  200,  100,  20]) | Player successfully collected his needed experience for 4 battles. |