# Problem 1. Witcher’s GameTime System

*As a young developer, you dream of someday working at* ***CD Project Red*** *and help them make “The Witcher 4”, but you don’t know where to start. Luckily* ***CD Project Red*** *heard that* ***YOU*** *are taking the* ***Fundamentals Mid Exam*** *at* ***SoftUni*** *and they have contacted* ***Nakov,*** *in order to add those* ***3******EXAM PROBLEMS****, especially for* ***YOU.***

***First, they want you to create a basic GameTime System.***

## Description

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| The game begins with our Witcher relaxing in a bathtub and by design a new game starts at **Monday** **8:00 AM**,with the following variables **pre-defined:**  **int day = 0; //monday**  **int minutes = 480; //8:00 o’clock** | |  |
| One ***wemen*** enters the scene, to ruin them all and brings an end to your relaxation. She will give your Witcher some tasks and as he completes them, **in-game** **time** **should move on** and your program needs to implement it! | | |
|  | "Geralt, stop laying around all day, you have promised to train with Ciri at **9AM**, you have promised me a lunch at **1PM** and you have promised me a night walk beneath the moon tonight at **12:30AM**, so get to work already", she frowns. | |

## Input / Constraints

Your Witcher groans with despair at her requests, but since he promised, he gets up from the bathtub and starts completing his tasks 1 by 1, generating some **input** for your program. Your program will be receiving different **minutes** for **input, a whole number** in the **range [0 … 1440]**. You must add the new minutes to the old ones and print the current time on **each and every cycle** of the **game-loop**, until you receive the command **"STOP"**.

## Output

The program must print out the current time in the following format: "{day} {hour}:{minutes} {postfix}".

* day – meaning Monday, Tuesday, Wednesday, etc.
* hour – formatted with a leading zero (only when necessary).
* minutes – formatted with a leading zero (only when necessary).
* postfix – is it **AM** or is it **PM**?

## Examples

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| **Input** | **Output** |
| 5  10  15  60  60  60  60  60  STOP | Monday 08:05 AM  Monday 08:15 AM  Monday 08:30 AM  Monday 09:30 AM  Monday 10:30 AM  Monday 11:30 AM  Monday 00:30 PM  Monday 01:30 PM |

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1440  1440  1440  1440  1440  1440  1440  1440  STOP | Monday 08:00 AM  Tuesday 08:00 AM  Wednesday 08:00 AM  Thursday 08:00 AM  Friday 08:00 AM  Saturday 08:00 AM  Sunday 08:00 AM  Monday 08:00 AM |

*...* *Game Development Fundamentals | Basic GameTime System ...*