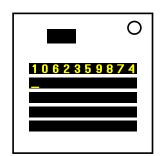# On the Subject of MWISort

When we create technology that can destroy the universe, we can achieve everything in the world... Until we destroy all universes.

There are 5 long displays on the module, numbered from 0 to 4 from top to bottom. Display #0 contains 10 non-repeating digits. The module will be solved if on the last display all the recorded digits are sorted. Press any digit to write it to the place where the cursor is now (symbol "_"). If more than 10 seconds have passed since the last entry, you will receive a strike. This rule does not apply if a strike has occured during that time. If after entering the last digit the last display is not sorted, you will receive a strike. If an invalid digit is pressed, you will receive a strike. All digit positions are numbered from 0 to 9 from left to right.

There is also a black button at the top of the module. If you get a strike, you can press it to reset the module.

A digit cannot be located under an equal digit. But there are exceptions described below, these digits must be located under equal digits.

- Display #1: the digit located at the position equal to the least significant digit of the number of starting minutes.
- Display #2: the digit equal to the least significant digit of the number of modules.
- Display #3: the digit located at the position equal to the least significant digit of the number of batteries.
- Display #4: (optional) the digit located at the position equal to the least significant digit of the number of batteries.