

```
Input a number:
3

The damage:
11
-- program is finished running (0) --

Input a number:
2

The damage:
6
-- program is finished running (0) --

Input a number:
11

The damage:
309
-- program is finished running (0) --

Input a number:
14

The damage:
809
-- program is finished running (0) --

Input a number:
21

The damage:
59

Input a number:
31

The damage:
107
-- program is finished running (0) --

Input a number:
0

The damage:
1
-- program is finished running (0) --

Input a number:
1

The damage:
5
-- program is finished running (0) --

Input a number:
-1

The damage:
-1
-- program is finished running (0) --
```

測資測試