Initial Test	
Programming Test 60 minutes	BINUS UNIVERSITY
Periode Berlaku Semester Ganjil 2023/2024 Valid on Odd Year 2023/2024	Software Laboratory Center Assistant Recruitment 24-1

Soal

Case

Clever Frog

There is a clever frog that wants to cross a river. Before crossing the river, there are stepping stones that the frog must traverse. The frog has a stamina of **N**, and the length of the river is **S**.

Each stepping stone has its **sign**. If the sign is **a number** from 0 to 9, when the frog steps on that stone, its **stamina decreases by i**. If the stone is marked with an **X**, the frog's stamina will be **restored** to its original level. The frog has **two options** when jumping: jumping **2 units** and jumping **3 units**. Determine the **optimal path** so that the frog can cross the river before running out of stamina.

Input

The program will ask for multiple inputs:

- **S** (River length) **N** (Stamina)
- I_{1 ...} I_s a stepping stone's value

Constraint

 $1 \le S \le 10^7$

 $1 \le N \le 10$

In = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9, X]

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Output

If the frog successfully passes the river, print 'Berhasil', otherwise, print 'Gagal'.

Example

Input	Output
10 6	Berhasil
4652X319X3	
3 3	Gagal
999	

Explanation

In the first sample, we find that the **river length is 10**, and the path is '4652×319×3', and the frog has 6 **stamina**. The frog has 2 possible ways: go to the 2nd rock, where the value is 6, or the 3rd rock, where the value is 5. If the frog wants to **stay alive**, it should go to the 3rd **stone** and have 1 **stamina left**. Then the frog should jump to the 5th **stone** from the 3rd stone to **regain its stamina**. After regaining stamina, the frog will choose the 7th **stone** which uses less stamina than the 8th **stone**. Last, that the frog will proceed to the 10th **stone** and **pass the river**.

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