

```

using System.Collections.Generic;

//AutoScale
public static int finalInstances(int instances, IList<int> averageUtil)
{
    for (int i = 0; i < averageUtil.Count; i++)
    {
        if (averageUtil[i] < 25)
        {
            if (instances != 1 && (instances & 1) == 0)
            {
                instances = instances / 2;
                i = i + 10;
            }
            else if (instances != 1 && (instances & 1) == 1)
            {
                instances = (instances / 2) + 1;
                i = i + 10;
            }
        }
        else if (averageUtil[i] > 60)
        {
            if (instances <= 100000000)
            {
                instances = 2 * instances;
                i = i + 10;
            }
        }
    }
    return instances;
}

```