### Problem 1 – Experience gaining

*Write a program that helps a player figure how many battles he will need to play in a battle video game to unlock the next tank in the line*

On the first line, you will receive the amount of experience needed to unlock the tank. On the second line, you will receive the count of battles. On the following lines, you will receive the experience the player can gain in every battle.

Calculate if he can unlock the tank. Keep in mind that he gets 15% more experience for every third battle and 10% less for every fifth battle, and 5% more experience on every fifteenth. You also need to stop the program as soon as he collects the needed experience.

Format the output as shown below.

### Input:

* On the first line, you will receive the needed experience amount – a real number in the range [0.0….400000.0]
* On the second line you will receive the count of battles – an integer number in the range [0…500]
* On the following lines, you will receive the experience earned per battle – areal number in the range [0.0…5000.0]

### Output:

* If he manged to gather the experience:
* **"Player successfully collected his needed experience for {battleCount} battles."**
* If he was not able to do it:
* **"****Player was not able to collect the needed experience, {neededExperience} more needed."**

**NOTE: Format** the needed experience to the second decimal place

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 500  5  50  100  200  100  30 | Player successfully collected his needed experience for 5 battles. |
| **Comments** | |
| The first line is the amount of the wanted experience. – **"500"**  The second line is the expected battles for which he has to collect the experience. – **"5"**  After that is the experience received for every battle:  **50 + 100 + (200 + (200 \* 15 %)) + 100 + (30 – (30 \* 10 %)) = 507**  So on the console is printed :  **"Player successfully collected his needed experience for 5 battles."** | |
| **Input** | **Output** |
| 500  5  50  100  200  100  20 | Player was not able to collect the needed experience, 2.00 more needed. |
| **Input** | **Output** |
| 400  5  50  100  200  100  20 | Player successfully collected his needed experience for 4 battles. |

### JS Input / Output

The input will be provided as an array of numbers.

|  |  |
| --- | --- |
| **Input** | **Output** |
| ([500,  5,  50,  100,  200,  100,  30]) | Player successfully collected his needed experience for 5 battles. |
| **Comments** | |
| The first line is the amount of the wanted experience. – **"500"**  The second line is the expected battles for which he has to collect the experience. – **"5"**  After that is the experience received for every battle:  **50 + 100 + (200 + (200 \* 15 %)) + 100 + (30 – (30 \* 10 %)) = 507**  So on the console is printed :  **"Player successfully collected his needed experience for 5 battles."** | |
| **Input** | **Output** |
| ([500,  5,  50,  100,  200,  100,  20]) | Player was not able to collect the needed experience, 2.00 more needed. |
| **Input** | **Output** |
| ([400,  5,  50,  100,  200,  100,  20]) | Player successfully collected his needed experience for 4 battles. |