Output:

The possible outputs are:

- **"Player successfully collected his needed experience for {battleCount} battles."**
- **"Player was not able to collect the needed experience, {neededExperience} more needed."**

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.