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:

```
\frac{50}{50} + \frac{100}{100} + (\frac{200}{100} + (\frac{200}{100} + 15\%)) + \frac{100}{100} + (\frac{30}{100} + 10\%)) = 507
```

So on the console is printed :

"Player successfully collected his needed experience for 5 battles."

Input	Output
500	Player was not able to collect the needed
5	experience, 2.00 more needed.
50	
100	
200	
100	
20	
Input	Output
Input 400	Output Player successfully collected his needed
·	·
400	Player successfully collected his needed
400 5	Player successfully collected his needed
400 5 50	Player successfully collected his needed
400 5 50 100	Player successfully collected his needed

JS Input / Output

The input will be provided as an array of numbers.

Input	Output
([500, 5, 50, 100, 100, 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:

 $\frac{50}{9} + \frac{100}{9} + (\frac{200}{9} + (\frac{200}{9} * 15 \%)) + \frac{100}{9} + (\frac{30}{9} - (\frac{30}{9} * 10 \%)) = 507$

So on the console is printed :

"Player successfully collected his needed experience for 5 battles."

Input	Output
([500,	Player was not able to collect the needed
5,	experience, 2.00 more needed.
50,	
100,	
200,	
100,	
20])	
Input	Output
([400,	Output Player successfully collected his needed
•	·
([400,	Player successfully collected his needed
([400, 5, 50, 100,	Player successfully collected his needed
([400, 5, 50, 100, 200,	Player successfully collected his needed
([400, 5, 50, 100,	Player successfully collected his needed