CHALLENGE G

DESCRIPTION | CLARIFICATIONS

BASE TIME LIMIT: 1 SECOND | MEMORY LIMIT: 200 MB | CONTEST CONTEST NATAL 2022 / CHRISTMAS CONTEST 2022 BY BEECROWD NATAL

beecrowd | G

Purchase of Ornaments

Por Marlon Diogo Angonese, beecrowd Natal Brazil

Timelimit: 1

For the end of the year celebrations, the city of Tangamandápio thought of putting on some music shows and decorating the city. However, money is tight and it may not be enough to buy all the ornaments available. A specialized company promised to send a catalog containing the name of the decorations and their determined costs.

A census produced within the city determined for each decoration a rate that varies from 0 to 100 containing the probability of the population liking it and taking pictures, doing "marketing" of the city for new tourists and residents.

The event organizer called the best programmer that existed in the city (you), and hired him to develop a program that could analyze which are the best and possible decoration options, based on the following rules:

- The order of choice of decorations is based on their value. Decorations whose values are lower have more priority, after all, the more decorations, the better. If the ornament's value is greater than, or exceeds, the sum of the total amount of the city's budget, it cannot be chosen.
- In case two ornaments have the same value, priority will be due to the approval rate of the ornament by the population
- Two ornaments don't have the same approval ratings.

Input

The input consists of two integers **A** (1 <= **A** <= 1000) representing the amount of items listed in the catalog, and **B** (1 <= **B** <= 1000000) representing the amount of money (fund) available for the purchase of ornaments.

The next **A** lines list the ornament name **S**, the value **V** (1 <= **V** <= 1000000), and also the approval rate by the population **X** (0 <= **X** <= 100).

Output

The output must present each of the decorations that must be purchased in order of priority separated by line, as shown in the examples below.

Samples Input	Samples Output
6 20 guirlanda 7 57 sino 6 10 luzinhas 7 45 brinquedos 3 73 treno 4 80 rena 8 95	brinquedos treno sino guirlanda
6 10 guirlanda 2 98 sino 5 57 luzinhas 8 64 brinquedos 3 23 treno 1 99 rena 2 45	treno guirlanda rena brinquedos

CHALLENGE: G

LANGUAGE: Java 14

SOURCE CODE

```
1  import java.io.IOException;
2
3  /**
4   * IMPORTANT:
5   *      O nome da classe deve ser "Main" para que
6   *      Class name must be "Main" for your soluti
7   *      El nombre de la clase debe ser "Main" par
8   */
9  public class Main {
10
11     public static void main(String[] args) throws
12
13         /**
14          * Escreva a sua solução aqui
15          * Code your solution here
16          * Escriba su solución aquí
17          */
18
19     }
20
21 }
```

CODE YOUR SOLUTION AND SUBMIT! SEND