
NIVEL 2

EJERCICIO B. How Sweet It Is!

Archivo: `sweet.java`

Dr. Orooji's twins, Mack and Zack, love video games. We will assume that all games are \$50. M/Z save all the money they get and, when they have \$50 or more, they buy a game and say "Sweet!" out of happiness. If M/Z get a large amount of money at one time (e.g., on their birthday) and they can buy two or more games, they buy two or more games (as many as they can) and say "Totally Sweet!" since they are really in heaven! When M/Z buy game(s), they save the left-over money towards the next purchase.

The Problem:

Given the money (various amounts) M/Z receive, you are to write a program to tell Dr. O when Sweet or Totally Sweet is coming.

The Input:

Each input line contains a positive integer, indicating an amount M/Z are receiving. End-of-data is indicated with a zero.

The Output:

Print the input line numbers and the messages they generate. Follow the format illustrated in Sample Output.

Sample Input	Sample Output
10	Input #3: Sweet!
20	Input #5: Totally Sweet!
30	Input #8: Sweet!
10	
90	
10	
10	
30	
0	