

CCC '12 S1 - Don't pass me the ball!

Time Limit: 2.0s **Memory Limit:** 64M

Canadian Computing Competition: 2012 Stage 1, Senior #1

A CCC soccer game operates under slightly different soccer rules. A goal is only counted if the 4 players, in order, who touched the ball prior to the goal have jersey numbers that are in strictly increasing numeric order with the highest number being the goal scorer.

Players have jerseys numbered from 1 to 99 (and each jersey number is worn by exactly one player).

Given a jersey number of the goal scorer, indicate how many possible combinations of players can produce a valid goal.

Input Specification

The input will be the positive integer J ($1 \leq J \leq 99$), which is the jersey number of the goal scorer.

Output Specification

The output will be one line containing the number of possible scoring combinations that could have J as the goal scoring jersey number.

Sample Input 1

4

Output for Sample Input 1

1

Sample Input 2

2

Output for Sample Input 2

0

Sample Input 3

90

Output for Sample Input 3

113564