The Path Through the Mountains

Time Limit: 1.0s **Memory Limit:** 256M

KODTÜ6 Question EThe Path Through the Mountains

Execution time limit is 1 seconds.

Runtime memory usage limit is 256 megabytes.

The surface of the Earth in a mountainous area can be represented as a broken line. The vertices of the broken line are located at the points (x_1 , y_1), (x_2 , y_2), ..., (x_N , y_N), where $x_i < x_i = \{+1\}$.

An ordinary mountain mage is at the point (x_1 , y_1) and really wants to get to the point (x_N , y_N). However, he can only move on foot. He can walk on the surface of the Earth (i.e. along the broken line). Or he can create a bridge in the air and walk along it. The bridge can connect two vertices of the broken line: the bridge cannot start and end at a vertex other than the broken line, and the bridge cannot pass underground (including it cannot be a tunnel in the mountain), but some part of the bridge can pass on the surface of the earth. The length of the bridge cannot be greater than R . In total, the mage can build no more than K bridges. After passing the bridge, it (the bridge) dissolves into thin air. What is the smallest distance the magician will have to travel to find himself at point (x_N , y_N)?

Input

The program must first read a natural number N ($2 \le N \le 200$); then a natural number K ($1 \le K \le 100$) - the maximum number of bridges; then an integer R ($0 \le R \le 10000$) - the maximum possible length of the bridge. Then the coordinates (x_1 , y_1), (x_2 , y_2), ..., (x_N , y_N). All coordinates are integers not exceeding 10000 in absolute value; for all i from 1 to N - 1 , x_i < x_i = {+1} is satisfied.

Output

The program should output one number - the minimum length of the path that the magician will have to travel (both on the ground and on bridges). Output the answer with an accuracy of 5 digits after the decimal point.

Examples

Input:

5 2 5	
0 0	
2 2	
5 2 5 0 0 2 2 3 -1	
4 1	
4 1 5 0	

Output:

6.47871