inp w inp w inp w inp w inp w inp w inp w inp w inp w inp w inp w inp w inp w inp w

mul x 0 mul x 0 mul x 0 mul x 0 mul x 0 mul x 0 mul x 0 mul x 0 mul x 0 mul x 0 mul x 0 mul x 0 mul x 0 mul x 0

add x z add x z add x z add x z add x z add x z add x z add x z add x z add x z add x z add x z add x z add x z

mod x 26 mod x 26 mod x 26 mod x 26 mod x 26 mod x 26 mod x 26 mod x 26 mod x 26 mod x 26 mod x 26 mod x 26 mod x 26 mod x 26

x = z mod 26 [0, 26]

div z 1 div z 1 div z 1 div z 1 div z 1 div z 26 div z 1 div z 26 div z 26 div z 1 div z 26 div z 26 div z 26 div z 26

add x 13 add x 11 add x 12 add x 10 add x 14 add x -1 add x 14 add x -16 add x -8 add x 12 add x -16 add x -13 add x -6 add x -6

x[13,39] x[-1,25] x[-16,10] x[-8,18]

**rouge -> x = 1** **bleu x=0 si == digit**

eql x w eql x w eql x w eql x w eql x w eql x w eql x w eql x w eql x w eql x w eql x w eql x w eql x w eql x w

eql x 0 eql x 0 eql x 0 eql x 0 eql x 0 eql x 0 eql x 0 eql x 0 eql x 0 eql x 0 eql x 0 eql x 0 eql x 0 eql x 0

x=0 si x == w, x = 1 si x != w

mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0

add y 25 add y 25 add y 25 add y 25 add y 25 add y 25 add y 25 add y 25 add y 25 add y 25 add y 25 add y 25 add y 25 add y 25

mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x

add y 1 add y 1 add y 1 add y 1 add y 1 add y 1 add y 1 add y 1 add y 1 add y 1 add y 1 add y 1 add y 1 add y 1

y=1 si x==w ou y=26 si x !=w

mul z y mul z y mul z y mul z y mul z y mul z y mul z y mul z y mul z y mul z y mul z y mul z y mul z y mul z y

z x 26 si x != w, sinon pas modifié

mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0 mul y 0

add y w add y w add y w add y w add y w add y w add y w add y w add y w add y w add y w add y w add y w add y w

add y 6 add y 11 add y 5 add y 6 add y 8 add y 14 add y 9 add y 4 add y 7 add y 13 add y 11 add y 11 add y 6 add y 1

y = 6 + w [7,15]

mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x mul y x

y = 0 si x = 0 sinon y = 6 + w [7,15] si x = 1

add z y add z y add z y add z y add z y add z y add z y add z y add z y add z y add z y add z y add z y add z y

z modifié si x = 1 (x != w), sinon pas modifié

x & y reset a chaque nouveau block

* il faut suivre z uniquement

=== c:/Dropbox/Python/AoC/2021/24 - Arithmetic Logic Unit/AoC\_2021\_24.py ===

-> read input.txt

252 lignes

### PART 1 ###

[0] digit: 9 x=13 - z= 0 addY: 6 -> 15 [9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.002s

[1] digit: 9 x=26 - z= 15 addY: 11 -> 410 [9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.010s

[2] digit: 9 x=32 - z= 410 addY: 5 -> 10674 [9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.011s

[3] digit: 9 x=24 - z= 10674 addY: 6 -> 277539 [9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.011s

[4] digit: 9 x=29 - z= 277539 addY: 8 -> 7216031 [9, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.012s

[5] digit: 9 x=16 - z= 7216031 addY: 14 -> 7216037 [9, 9, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.012s

[5] digit: 8 x=16 - z= 7216031 addY: 14 -> 7216036 [9, 9, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.012s

[4] digit: 8 x=29 - z= 277539 addY: 8 -> 7216030 [9, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.012s

[5] digit: 9 x=15 - z= 7216030 addY: 14 -> 7216037 [9, 9, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.012s

[5] digit: 8 x=15 - z= 7216030 addY: 14 -> 7216036 [9, 9, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.012s

[3] digit: 8 x=24 - z= 10674 addY: 6 -> 277538 [9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.012s

[4] digit: 9 x=28 - z= 277538 addY: 8 -> 7216005 [9, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.012s

[5] digit: 9 x=16 - z= 7216005 addY: 14 -> 7216011 [9, 9, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.014s

[5] digit: 8 x=16 - z= 7216005 addY: 14 -> 7216010 [9, 9, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.016s

[4] digit: 8 x=28 - z= 277538 addY: 8 -> 7216004 [9, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.017s

[5] digit: 9 x=15 - z= 7216004 addY: 14 -> 7216011 [9, 9, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.017s

[5] digit: 8 x=15 - z= 7216004 addY: 14 -> 7216010 [9, 9, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.017s

[2] digit: 8 x=32 - z= 410 addY: 5 -> 10673 [9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.017s

[3] digit: 9 x=23 - z= 10673 addY: 6 -> 277513 [9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.017s

[4] digit: 9 x=29 - z= 277513 addY: 8 -> 7215355 [9, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.017s

[5] digit: 9 x=16 - z= 7215355 addY: 14 -> 7215361 [9, 9, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.018s

[5] digit: 8 x=16 - z= 7215355 addY: 14 -> 7215360 [9, 9, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.018s

[4] digit: 8 x=29 - z= 277513 addY: 8 -> 7215354 [9, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.018s

[5] digit: 9 x=15 - z= 7215354 addY: 14 -> 7215361 [9, 9, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.018s

[5] digit: 8 x=15 - z= 7215354 addY: 14 -> 7215360 [9, 9, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.018s

[3] digit: 8 x=23 - z= 10673 addY: 6 -> 277512 [9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.019s

[4] digit: 9 x=28 - z= 277512 addY: 8 -> 7215329 [9, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.019s

[5] digit: 9 x=16 - z= 7215329 addY: 14 -> 7215335 [9, 9, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.021s

[5] digit: 8 x=16 - z= 7215329 addY: 14 -> 7215334 [9, 9, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.025s

[4] digit: 8 x=28 - z= 277512 addY: 8 -> 7215328 [9, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.026s

[5] digit: 9 x=15 - z= 7215328 addY: 14 -> 7215335 [9, 9, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.027s

[5] digit: 8 x=15 - z= 7215328 addY: 14 -> 7215334 [9, 9, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.027s

[1] digit: 8 x=26 - z= 15 addY: 11 -> 409 [9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.030s

[2] digit: 9 x=31 - z= 409 addY: 5 -> 10648 [9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.031s

[3] digit: 9 x=24 - z= 10648 addY: 6 -> 276863 [9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.034s

[4] digit: 9 x=29 - z= 276863 addY: 8 -> 7198455 [9, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.037s

[5] digit: 9 x=16 - z= 7198455 addY: 14 -> 7198461 [9, 8, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.039s

[5] digit: 8 x=16 - z= 7198455 addY: 14 -> 7198460 [9, 8, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.040s

[4] digit: 8 x=29 - z= 276863 addY: 8 -> 7198454 [9, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.042s

[5] digit: 9 x=15 - z= 7198454 addY: 14 -> 7198461 [9, 8, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.043s

[5] digit: 8 x=15 - z= 7198454 addY: 14 -> 7198460 [9, 8, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.044s

[3] digit: 8 x=24 - z= 10648 addY: 6 -> 276862 [9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.046s

[4] digit: 9 x=28 - z= 276862 addY: 8 -> 7198429 [9, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.048s

[5] digit: 9 x=16 - z= 7198429 addY: 14 -> 7198435 [9, 8, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.049s

[5] digit: 8 x=16 - z= 7198429 addY: 14 -> 7198434 [9, 8, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.051s

[4] digit: 8 x=28 - z= 276862 addY: 8 -> 7198428 [9, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.057s

[5] digit: 9 x=15 - z= 7198428 addY: 14 -> 7198435 [9, 8, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.058s

[5] digit: 8 x=15 - z= 7198428 addY: 14 -> 7198434 [9, 8, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.060s

[2] digit: 8 x=31 - z= 409 addY: 5 -> 10647 [9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.066s

[3] digit: 9 x=23 - z= 10647 addY: 6 -> 276837 [9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.069s

[4] digit: 9 x=29 - z= 276837 addY: 8 -> 7197779 [9, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.071s

[5] digit: 9 x=16 - z= 7197779 addY: 14 -> 7197785 [9, 8, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.072s

[5] digit: 8 x=16 - z= 7197779 addY: 14 -> 7197784 [9, 8, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.073s

[4] digit: 8 x=29 - z= 276837 addY: 8 -> 7197778 [9, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.075s

[5] digit: 9 x=15 - z= 7197778 addY: 14 -> 7197785 [9, 8, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.077s

[5] digit: 8 x=15 - z= 7197778 addY: 14 -> 7197784 [9, 8, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.108s

[3] digit: 8 x=23 - z= 10647 addY: 6 -> 276836 [9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.114s

[4] digit: 9 x=28 - z= 276836 addY: 8 -> 7197753 [9, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.115s

[5] digit: 9 x=16 - z= 7197753 addY: 14 -> 7197759 [9, 8, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.117s

[5] digit: 8 x=16 - z= 7197753 addY: 14 -> 7197758 [9, 8, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.120s

[4] digit: 8 x=28 - z= 276836 addY: 8 -> 7197752 [9, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.124s

[5] digit: 9 x=15 - z= 7197752 addY: 14 -> 7197759 [9, 8, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.131s

[5] digit: 8 x=15 - z= 7197752 addY: 14 -> 7197758 [9, 8, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.137s

[0] digit: 8 x=13 - z= 0 addY: 6 -> 14 [8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.149s

[1] digit: 9 x=25 - z= 14 addY: 11 -> 384 [8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.155s

[2] digit: 9 x=32 - z= 384 addY: 5 -> 9998 [8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.159s

[3] digit: 9 x=24 - z= 9998 addY: 6 -> 259963 [8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.166s

[4] digit: 9 x=29 - z= 259963 addY: 8 -> 6759055 [8, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.168s

[5] digit: 9 x=16 - z= 6759055 addY: 14 -> 6759061 [8, 9, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.169s

[5] digit: 8 x=16 - z= 6759055 addY: 14 -> 6759060 [8, 9, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.170s

[4] digit: 8 x=29 - z= 259963 addY: 8 -> 6759054 [8, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.173s

[5] digit: 9 x=15 - z= 6759054 addY: 14 -> 6759061 [8, 9, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.179s

[5] digit: 8 x=15 - z= 6759054 addY: 14 -> 6759060 [8, 9, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.183s

[3] digit: 8 x=24 - z= 9998 addY: 6 -> 259962 [8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.191s

[4] digit: 9 x=28 - z= 259962 addY: 8 -> 6759029 [8, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.203s

[5] digit: 9 x=16 - z= 6759029 addY: 14 -> 6759035 [8, 9, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.209s

[5] digit: 8 x=16 - z= 6759029 addY: 14 -> 6759034 [8, 9, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.212s

[4] digit: 8 x=28 - z= 259962 addY: 8 -> 6759028 [8, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.217s

[5] digit: 9 x=15 - z= 6759028 addY: 14 -> 6759035 [8, 9, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.224s

[5] digit: 8 x=15 - z= 6759028 addY: 14 -> 6759034 [8, 9, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.228s

[2] digit: 8 x=32 - z= 384 addY: 5 -> 9997 [8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.236s

[3] digit: 9 x=23 - z= 9997 addY: 6 -> 259937 [8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.256s

[4] digit: 9 x=29 - z= 259937 addY: 8 -> 6758379 [8, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.270s

[5] digit: 9 x=16 - z= 6758379 addY: 14 -> 6758385 [8, 9, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.275s

[5] digit: 8 x=16 - z= 6758379 addY: 14 -> 6758384 [8, 9, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.304s

[4] digit: 8 x=29 - z= 259937 addY: 8 -> 6758378 [8, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.324s

[5] digit: 9 x=15 - z= 6758378 addY: 14 -> 6758385 [8, 9, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.331s

[5] digit: 8 x=15 - z= 6758378 addY: 14 -> 6758384 [8, 9, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.369s

[3] digit: 8 x=23 - z= 9997 addY: 6 -> 259936 [8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.376s

[4] digit: 9 x=28 - z= 259936 addY: 8 -> 6758353 [8, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.388s

[5] digit: 9 x=16 - z= 6758353 addY: 14 -> 6758359 [8, 9, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.412s

[5] digit: 8 x=16 - z= 6758353 addY: 14 -> 6758358 [8, 9, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.428s

[4] digit: 8 x=28 - z= 259936 addY: 8 -> 6758352 [8, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.437s

[5] digit: 9 x=15 - z= 6758352 addY: 14 -> 6758359 [8, 9, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.453s

[5] digit: 8 x=15 - z= 6758352 addY: 14 -> 6758358 [8, 9, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.470s

[1] digit: 8 x=25 - z= 14 addY: 11 -> 383 [8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.499s

[2] digit: 9 x=31 - z= 383 addY: 5 -> 9972 [8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.517s

[3] digit: 9 x=24 - z= 9972 addY: 6 -> 259287 [8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.522s

[4] digit: 9 x=29 - z= 259287 addY: 8 -> 6741479 [8, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.525s

[5] digit: 9 x=16 - z= 6741479 addY: 14 -> 6741485 [8, 8, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.549s

[5] digit: 8 x=16 - z= 6741479 addY: 14 -> 6741484 [8, 8, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.554s

[4] digit: 8 x=29 - z= 259287 addY: 8 -> 6741478 [8, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.562s

[5] digit: 9 x=15 - z= 6741478 addY: 14 -> 6741485 [8, 8, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.568s

[5] digit: 8 x=15 - z= 6741478 addY: 14 -> 6741484 [8, 8, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.587s

[3] digit: 8 x=24 - z= 9972 addY: 6 -> 259286 [8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.594s

[4] digit: 9 x=28 - z= 259286 addY: 8 -> 6741453 [8, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.611s

[5] digit: 9 x=16 - z= 6741453 addY: 14 -> 6741459 [8, 8, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.617s

[5] digit: 8 x=16 - z= 6741453 addY: 14 -> 6741458 [8, 8, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.622s

[4] digit: 8 x=28 - z= 259286 addY: 8 -> 6741452 [8, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.629s

[5] digit: 9 x=15 - z= 6741452 addY: 14 -> 6741459 [8, 8, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.633s

[5] digit: 8 x=15 - z= 6741452 addY: 14 -> 6741458 [8, 8, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.645s

[2] digit: 8 x=31 - z= 383 addY: 5 -> 9971 [8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.650s

[3] digit: 9 x=23 - z= 9971 addY: 6 -> 259261 [8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.656s

[4] digit: 9 x=29 - z= 259261 addY: 8 -> 6740803 [8, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.665s

[5] digit: 9 x=16 - z= 6740803 addY: 14 -> 6740809 [8, 8, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.671s

[5] digit: 8 x=16 - z= 6740803 addY: 14 -> 6740808 [8, 8, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.678s

[4] digit: 8 x=29 - z= 259261 addY: 8 -> 6740802 [8, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.685s

[5] digit: 9 x=15 - z= 6740802 addY: 14 -> 6740809 [8, 8, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.698s

[5] digit: 8 x=15 - z= 6740802 addY: 14 -> 6740808 [8, 8, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.706s

[3] digit: 8 x=23 - z= 9971 addY: 6 -> 259260 [8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.722s

[4] digit: 9 x=28 - z= 259260 addY: 8 -> 6740777 [8, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.738s

[5] digit: 9 x=16 - z= 6740777 addY: 14 -> 6740783 [8, 8, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.745s

[5] digit: 8 x=16 - z= 6740777 addY: 14 -> 6740782 [8, 8, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.753s

[4] digit: 8 x=28 - z= 259260 addY: 8 -> 6740776 [8, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.757s

[5] digit: 9 x=15 - z= 6740776 addY: 14 -> 6740783 [8, 8, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.763s

[5] digit: 8 x=15 - z= 6740776 addY: 14 -> 6740782 [8, 8, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.778s

[0] digit: 7 x=13 - z= 0 addY: 6 -> 13 [7, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.784s

[1] digit: 9 x=24 - z= 13 addY: 11 -> 358 [7, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.788s

[2] digit: 9 x=32 - z= 358 addY: 5 -> 9322 [7, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.802s

[3] digit: 9 x=24 - z= 9322 addY: 6 -> 242387 [7, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.815s

[4] digit: 9 x=29 - z= 242387 addY: 8 -> 6302079 [7, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.824s

[5] digit: 9 x=16 - z= 6302079 addY: 14 -> 6302085 [7, 9, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.829s

[5] digit: 8 x=16 - z= 6302079 addY: 14 -> 6302084 [7, 9, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.846s

[4] digit: 8 x=29 - z= 242387 addY: 8 -> 6302078 [7, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.851s

[5] digit: 9 x=15 - z= 6302078 addY: 14 -> 6302085 [7, 9, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.862s

[5] digit: 8 x=15 - z= 6302078 addY: 14 -> 6302084 [7, 9, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.866s

[3] digit: 8 x=24 - z= 9322 addY: 6 -> 242386 [7, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.870s

[4] digit: 9 x=28 - z= 242386 addY: 8 -> 6302053 [7, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.872s

[5] digit: 9 x=16 - z= 6302053 addY: 14 -> 6302059 [7, 9, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.903s

[5] digit: 8 x=16 - z= 6302053 addY: 14 -> 6302058 [7, 9, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.927s

[4] digit: 8 x=28 - z= 242386 addY: 8 -> 6302052 [7, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.938s

[5] digit: 9 x=15 - z= 6302052 addY: 14 -> 6302059 [7, 9, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.942s

[5] digit: 8 x=15 - z= 6302052 addY: 14 -> 6302058 [7, 9, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.956s

[2] digit: 8 x=32 - z= 358 addY: 5 -> 9321 [7, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.960s

[3] digit: 9 x=23 - z= 9321 addY: 6 -> 242361 [7, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.967s

[4] digit: 9 x=29 - z= 242361 addY: 8 -> 6301403 [7, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 0.976s

[5] digit: 9 x=16 - z= 6301403 addY: 14 -> 6301409 [7, 9, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 0.984s

[5] digit: 8 x=16 - z= 6301403 addY: 14 -> 6301408 [7, 9, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 0.994s

[4] digit: 8 x=29 - z= 242361 addY: 8 -> 6301402 [7, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.001s

[5] digit: 9 x=15 - z= 6301402 addY: 14 -> 6301409 [7, 9, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.009s

[5] digit: 8 x=15 - z= 6301402 addY: 14 -> 6301408 [7, 9, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.028s

[3] digit: 8 x=23 - z= 9321 addY: 6 -> 242360 [7, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.048s

[4] digit: 9 x=28 - z= 242360 addY: 8 -> 6301377 [7, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.074s

[5] digit: 9 x=16 - z= 6301377 addY: 14 -> 6301383 [7, 9, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.090s

[5] digit: 8 x=16 - z= 6301377 addY: 14 -> 6301382 [7, 9, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.104s

[4] digit: 8 x=28 - z= 242360 addY: 8 -> 6301376 [7, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.117s

[5] digit: 9 x=15 - z= 6301376 addY: 14 -> 6301383 [7, 9, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.122s

[5] digit: 8 x=15 - z= 6301376 addY: 14 -> 6301382 [7, 9, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.128s

[1] digit: 8 x=24 - z= 13 addY: 11 -> 357 [7, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.135s

[2] digit: 9 x=31 - z= 357 addY: 5 -> 9296 [7, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.143s

[3] digit: 9 x=24 - z= 9296 addY: 6 -> 241711 [7, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.155s

[4] digit: 9 x=29 - z= 241711 addY: 8 -> 6284503 [7, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.159s

[5] digit: 9 x=16 - z= 6284503 addY: 14 -> 6284509 [7, 8, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.176s

[5] digit: 8 x=16 - z= 6284503 addY: 14 -> 6284508 [7, 8, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.221s

[4] digit: 8 x=29 - z= 241711 addY: 8 -> 6284502 [7, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.225s

[5] digit: 9 x=15 - z= 6284502 addY: 14 -> 6284509 [7, 8, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.231s

[5] digit: 8 x=15 - z= 6284502 addY: 14 -> 6284508 [7, 8, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.236s

[3] digit: 8 x=24 - z= 9296 addY: 6 -> 241710 [7, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.242s

[4] digit: 9 x=28 - z= 241710 addY: 8 -> 6284477 [7, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.243s

[5] digit: 9 x=16 - z= 6284477 addY: 14 -> 6284483 [7, 8, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.246s

[5] digit: 8 x=16 - z= 6284477 addY: 14 -> 6284482 [7, 8, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.247s

[4] digit: 8 x=28 - z= 241710 addY: 8 -> 6284476 [7, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.248s

[5] digit: 9 x=15 - z= 6284476 addY: 14 -> 6284483 [7, 8, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.249s

[5] digit: 8 x=15 - z= 6284476 addY: 14 -> 6284482 [7, 8, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.252s

[2] digit: 8 x=31 - z= 357 addY: 5 -> 9295 [7, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.255s

[3] digit: 9 x=23 - z= 9295 addY: 6 -> 241685 [7, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.256s

[4] digit: 9 x=29 - z= 241685 addY: 8 -> 6283827 [7, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.258s

[5] digit: 9 x=16 - z= 6283827 addY: 14 -> 6283833 [7, 8, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.260s

[5] digit: 8 x=16 - z= 6283827 addY: 14 -> 6283832 [7, 8, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.261s

[4] digit: 8 x=29 - z= 241685 addY: 8 -> 6283826 [7, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.263s

[5] digit: 9 x=15 - z= 6283826 addY: 14 -> 6283833 [7, 8, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.264s

[5] digit: 8 x=15 - z= 6283826 addY: 14 -> 6283832 [7, 8, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.264s

[3] digit: 8 x=23 - z= 9295 addY: 6 -> 241684 [7, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.266s

[4] digit: 9 x=28 - z= 241684 addY: 8 -> 6283801 [7, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.268s

[5] digit: 9 x=16 - z= 6283801 addY: 14 -> 6283807 [7, 8, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.270s

[5] digit: 8 x=16 - z= 6283801 addY: 14 -> 6283806 [7, 8, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.272s

[4] digit: 8 x=28 - z= 241684 addY: 8 -> 6283800 [7, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.280s

[5] digit: 9 x=15 - z= 6283800 addY: 14 -> 6283807 [7, 8, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.282s

[5] digit: 8 x=15 - z= 6283800 addY: 14 -> 6283806 [7, 8, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.286s

[0] digit: 6 x=13 - z= 0 addY: 6 -> 12 [6, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.289s

[1] digit: 9 x=23 - z= 12 addY: 11 -> 332 [6, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.292s

[2] digit: 9 x=32 - z= 332 addY: 5 -> 8646 [6, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.298s

[3] digit: 9 x=24 - z= 8646 addY: 6 -> 224811 [6, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.304s

[4] digit: 9 x=29 - z= 224811 addY: 8 -> 5845103 [6, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.309s

[5] digit: 9 x=16 - z= 5845103 addY: 14 -> 5845109 [6, 9, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.317s

[5] digit: 8 x=16 - z= 5845103 addY: 14 -> 5845108 [6, 9, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.333s

[4] digit: 8 x=29 - z= 224811 addY: 8 -> 5845102 [6, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.344s

[5] digit: 9 x=15 - z= 5845102 addY: 14 -> 5845109 [6, 9, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.347s

[5] digit: 8 x=15 - z= 5845102 addY: 14 -> 5845108 [6, 9, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.351s

[3] digit: 8 x=24 - z= 8646 addY: 6 -> 224810 [6, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.353s

[4] digit: 9 x=28 - z= 224810 addY: 8 -> 5845077 [6, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.358s

[5] digit: 9 x=16 - z= 5845077 addY: 14 -> 5845083 [6, 9, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.370s

[5] digit: 8 x=16 - z= 5845077 addY: 14 -> 5845082 [6, 9, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.373s

[4] digit: 8 x=28 - z= 224810 addY: 8 -> 5845076 [6, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.376s

[5] digit: 9 x=15 - z= 5845076 addY: 14 -> 5845083 [6, 9, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.386s

[5] digit: 8 x=15 - z= 5845076 addY: 14 -> 5845082 [6, 9, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.388s

[2] digit: 8 x=32 - z= 332 addY: 5 -> 8645 [6, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.392s

[3] digit: 9 x=23 - z= 8645 addY: 6 -> 224785 [6, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.397s

[4] digit: 9 x=29 - z= 224785 addY: 8 -> 5844427 [6, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.398s

[5] digit: 9 x=16 - z= 5844427 addY: 14 -> 5844433 [6, 9, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.399s

[5] digit: 8 x=16 - z= 5844427 addY: 14 -> 5844432 [6, 9, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.400s

[4] digit: 8 x=29 - z= 224785 addY: 8 -> 5844426 [6, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.404s

[5] digit: 9 x=15 - z= 5844426 addY: 14 -> 5844433 [6, 9, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.406s

[5] digit: 8 x=15 - z= 5844426 addY: 14 -> 5844432 [6, 9, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.410s

[3] digit: 8 x=23 - z= 8645 addY: 6 -> 224784 [6, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.413s

[4] digit: 9 x=28 - z= 224784 addY: 8 -> 5844401 [6, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.414s

[5] digit: 9 x=16 - z= 5844401 addY: 14 -> 5844407 [6, 9, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.424s

[5] digit: 8 x=16 - z= 5844401 addY: 14 -> 5844406 [6, 9, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.427s

[4] digit: 8 x=28 - z= 224784 addY: 8 -> 5844400 [6, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.428s

[5] digit: 9 x=15 - z= 5844400 addY: 14 -> 5844407 [6, 9, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.429s

[5] digit: 8 x=15 - z= 5844400 addY: 14 -> 5844406 [6, 9, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.431s

[1] digit: 8 x=23 - z= 12 addY: 11 -> 331 [6, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.432s

[2] digit: 9 x=31 - z= 331 addY: 5 -> 8620 [6, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.434s

[3] digit: 9 x=24 - z= 8620 addY: 6 -> 224135 [6, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.434s

[4] digit: 9 x=29 - z= 224135 addY: 8 -> 5827527 [6, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.435s

[5] digit: 9 x=16 - z= 5827527 addY: 14 -> 5827533 [6, 8, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.436s

[5] digit: 8 x=16 - z= 5827527 addY: 14 -> 5827532 [6, 8, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.437s

[4] digit: 8 x=29 - z= 224135 addY: 8 -> 5827526 [6, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.438s

[5] digit: 9 x=15 - z= 5827526 addY: 14 -> 5827533 [6, 8, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.438s

[5] digit: 8 x=15 - z= 5827526 addY: 14 -> 5827532 [6, 8, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.440s

[3] digit: 8 x=24 - z= 8620 addY: 6 -> 224134 [6, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.443s

[4] digit: 9 x=28 - z= 224134 addY: 8 -> 5827501 [6, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.444s

[5] digit: 9 x=16 - z= 5827501 addY: 14 -> 5827507 [6, 8, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.446s

[5] digit: 8 x=16 - z= 5827501 addY: 14 -> 5827506 [6, 8, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.448s

[4] digit: 8 x=28 - z= 224134 addY: 8 -> 5827500 [6, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.451s

[5] digit: 9 x=15 - z= 5827500 addY: 14 -> 5827507 [6, 8, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.454s

[5] digit: 8 x=15 - z= 5827500 addY: 14 -> 5827506 [6, 8, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.458s

[2] digit: 8 x=31 - z= 331 addY: 5 -> 8619 [6, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.462s

[3] digit: 9 x=23 - z= 8619 addY: 6 -> 224109 [6, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.463s

[4] digit: 9 x=29 - z= 224109 addY: 8 -> 5826851 [6, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.466s

[5] digit: 9 x=16 - z= 5826851 addY: 14 -> 5826857 [6, 8, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.468s

[5] digit: 8 x=16 - z= 5826851 addY: 14 -> 5826856 [6, 8, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.473s

[4] digit: 8 x=29 - z= 224109 addY: 8 -> 5826850 [6, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.477s

[5] digit: 9 x=15 - z= 5826850 addY: 14 -> 5826857 [6, 8, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.481s

[5] digit: 8 x=15 - z= 5826850 addY: 14 -> 5826856 [6, 8, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.484s

[3] digit: 8 x=23 - z= 8619 addY: 6 -> 224108 [6, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.488s

[4] digit: 9 x=28 - z= 224108 addY: 8 -> 5826825 [6, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.495s

[5] digit: 9 x=16 - z= 5826825 addY: 14 -> 5826831 [6, 8, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.499s

[5] digit: 8 x=16 - z= 5826825 addY: 14 -> 5826830 [6, 8, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.503s

[4] digit: 8 x=28 - z= 224108 addY: 8 -> 5826824 [6, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.505s

[5] digit: 9 x=15 - z= 5826824 addY: 14 -> 5826831 [6, 8, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.513s

[5] digit: 8 x=15 - z= 5826824 addY: 14 -> 5826830 [6, 8, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.522s

[0] digit: 5 x=13 - z= 0 addY: 6 -> 11 [5, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.525s

[1] digit: 9 x=22 - z= 11 addY: 11 -> 306 [5, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.528s

[2] digit: 9 x=32 - z= 306 addY: 5 -> 7970 [5, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.530s

[3] digit: 9 x=24 - z= 7970 addY: 6 -> 207235 [5, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.533s

[4] digit: 9 x=29 - z= 207235 addY: 8 -> 5388127 [5, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.537s

[5] digit: 9 x=16 - z= 5388127 addY: 14 -> 5388133 [5, 9, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.539s

[5] digit: 8 x=16 - z= 5388127 addY: 14 -> 5388132 [5, 9, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.543s

[4] digit: 8 x=29 - z= 207235 addY: 8 -> 5388126 [5, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.547s

[5] digit: 9 x=15 - z= 5388126 addY: 14 -> 5388133 [5, 9, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.548s

[5] digit: 8 x=15 - z= 5388126 addY: 14 -> 5388132 [5, 9, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.550s

[3] digit: 8 x=24 - z= 7970 addY: 6 -> 207234 [5, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.554s

[4] digit: 9 x=28 - z= 207234 addY: 8 -> 5388101 [5, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.555s

[5] digit: 9 x=16 - z= 5388101 addY: 14 -> 5388107 [5, 9, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.558s

[5] digit: 8 x=16 - z= 5388101 addY: 14 -> 5388106 [5, 9, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.560s

[4] digit: 8 x=28 - z= 207234 addY: 8 -> 5388100 [5, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.561s

[5] digit: 9 x=15 - z= 5388100 addY: 14 -> 5388107 [5, 9, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.562s

[5] digit: 8 x=15 - z= 5388100 addY: 14 -> 5388106 [5, 9, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.563s

[2] digit: 8 x=32 - z= 306 addY: 5 -> 7969 [5, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.567s

[3] digit: 9 x=23 - z= 7969 addY: 6 -> 207209 [5, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.569s

[4] digit: 9 x=29 - z= 207209 addY: 8 -> 5387451 [5, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.571s

[5] digit: 9 x=16 - z= 5387451 addY: 14 -> 5387457 [5, 9, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.572s

[5] digit: 8 x=16 - z= 5387451 addY: 14 -> 5387456 [5, 9, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.573s

[4] digit: 8 x=29 - z= 207209 addY: 8 -> 5387450 [5, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.574s

[5] digit: 9 x=15 - z= 5387450 addY: 14 -> 5387457 [5, 9, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.575s

[5] digit: 8 x=15 - z= 5387450 addY: 14 -> 5387456 [5, 9, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.576s

[3] digit: 8 x=23 - z= 7969 addY: 6 -> 207208 [5, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.577s

[4] digit: 9 x=28 - z= 207208 addY: 8 -> 5387425 [5, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.579s

[5] digit: 9 x=16 - z= 5387425 addY: 14 -> 5387431 [5, 9, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.580s

[5] digit: 8 x=16 - z= 5387425 addY: 14 -> 5387430 [5, 9, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.581s

[4] digit: 8 x=28 - z= 207208 addY: 8 -> 5387424 [5, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.582s

[5] digit: 9 x=15 - z= 5387424 addY: 14 -> 5387431 [5, 9, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.583s

[5] digit: 8 x=15 - z= 5387424 addY: 14 -> 5387430 [5, 9, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.584s

[1] digit: 8 x=22 - z= 11 addY: 11 -> 305 [5, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.586s

[2] digit: 9 x=31 - z= 305 addY: 5 -> 7944 [5, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.587s

[3] digit: 9 x=24 - z= 7944 addY: 6 -> 206559 [5, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.589s

[4] digit: 9 x=29 - z= 206559 addY: 8 -> 5370551 [5, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.593s

[5] digit: 9 x=16 - z= 5370551 addY: 14 -> 5370557 [5, 8, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.599s

[5] digit: 8 x=16 - z= 5370551 addY: 14 -> 5370556 [5, 8, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.601s

[4] digit: 8 x=29 - z= 206559 addY: 8 -> 5370550 [5, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.603s

[5] digit: 9 x=15 - z= 5370550 addY: 14 -> 5370557 [5, 8, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.606s

[5] digit: 8 x=15 - z= 5370550 addY: 14 -> 5370556 [5, 8, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.610s

[3] digit: 8 x=24 - z= 7944 addY: 6 -> 206558 [5, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.616s

[4] digit: 9 x=28 - z= 206558 addY: 8 -> 5370525 [5, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.620s

[5] digit: 9 x=16 - z= 5370525 addY: 14 -> 5370531 [5, 8, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.622s

[5] digit: 8 x=16 - z= 5370525 addY: 14 -> 5370530 [5, 8, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.638s

[4] digit: 8 x=28 - z= 206558 addY: 8 -> 5370524 [5, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.656s

[5] digit: 9 x=15 - z= 5370524 addY: 14 -> 5370531 [5, 8, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.669s

[5] digit: 8 x=15 - z= 5370524 addY: 14 -> 5370530 [5, 8, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.676s

[2] digit: 8 x=31 - z= 305 addY: 5 -> 7943 [5, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.693s

[3] digit: 9 x=23 - z= 7943 addY: 6 -> 206533 [5, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.701s

[4] digit: 9 x=29 - z= 206533 addY: 8 -> 5369875 [5, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.711s

[5] digit: 9 x=16 - z= 5369875 addY: 14 -> 5369881 [5, 8, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.730s

[5] digit: 8 x=16 - z= 5369875 addY: 14 -> 5369880 [5, 8, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.741s

[4] digit: 8 x=29 - z= 206533 addY: 8 -> 5369874 [5, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.757s

[5] digit: 9 x=15 - z= 5369874 addY: 14 -> 5369881 [5, 8, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.768s

[5] digit: 8 x=15 - z= 5369874 addY: 14 -> 5369880 [5, 8, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.782s

[3] digit: 8 x=23 - z= 7943 addY: 6 -> 206532 [5, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.792s

[4] digit: 9 x=28 - z= 206532 addY: 8 -> 5369849 [5, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.807s

[5] digit: 9 x=16 - z= 5369849 addY: 14 -> 5369855 [5, 8, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.815s

[5] digit: 8 x=16 - z= 5369849 addY: 14 -> 5369854 [5, 8, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.827s

[4] digit: 8 x=28 - z= 206532 addY: 8 -> 5369848 [5, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.831s

[5] digit: 9 x=15 - z= 5369848 addY: 14 -> 5369855 [5, 8, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.850s

[5] digit: 8 x=15 - z= 5369848 addY: 14 -> 5369854 [5, 8, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.860s

[0] digit: 4 x=13 - z= 0 addY: 6 -> 10 [4, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.862s

[1] digit: 9 x=21 - z= 10 addY: 11 -> 280 [4, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.864s

[2] digit: 9 x=32 - z= 280 addY: 5 -> 7294 [4, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.868s

[3] digit: 9 x=24 - z= 7294 addY: 6 -> 189659 [4, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.869s

[4] digit: 9 x=29 - z= 189659 addY: 8 -> 4931151 [4, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.871s

[5] digit: 9 x=16 - z= 4931151 addY: 14 -> 4931157 [4, 9, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.873s

[5] digit: 8 x=16 - z= 4931151 addY: 14 -> 4931156 [4, 9, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.874s

[4] digit: 8 x=29 - z= 189659 addY: 8 -> 4931150 [4, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.876s

[5] digit: 9 x=15 - z= 4931150 addY: 14 -> 4931157 [4, 9, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.878s

[5] digit: 8 x=15 - z= 4931150 addY: 14 -> 4931156 [4, 9, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.879s

[3] digit: 8 x=24 - z= 7294 addY: 6 -> 189658 [4, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.891s

[4] digit: 9 x=28 - z= 189658 addY: 8 -> 4931125 [4, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.896s

[5] digit: 9 x=16 - z= 4931125 addY: 14 -> 4931131 [4, 9, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.904s

[5] digit: 8 x=16 - z= 4931125 addY: 14 -> 4931130 [4, 9, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.909s

[4] digit: 8 x=28 - z= 189658 addY: 8 -> 4931124 [4, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.921s

[5] digit: 9 x=15 - z= 4931124 addY: 14 -> 4931131 [4, 9, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.931s

[5] digit: 8 x=15 - z= 4931124 addY: 14 -> 4931130 [4, 9, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.936s

[2] digit: 8 x=32 - z= 280 addY: 5 -> 7293 [4, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.937s

[3] digit: 9 x=23 - z= 7293 addY: 6 -> 189633 [4, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.939s

[4] digit: 9 x=29 - z= 189633 addY: 8 -> 4930475 [4, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.943s

[5] digit: 9 x=16 - z= 4930475 addY: 14 -> 4930481 [4, 9, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.959s

[5] digit: 8 x=16 - z= 4930475 addY: 14 -> 4930480 [4, 9, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.962s

[4] digit: 8 x=29 - z= 189633 addY: 8 -> 4930474 [4, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.963s

[5] digit: 9 x=15 - z= 4930474 addY: 14 -> 4930481 [4, 9, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.965s

[5] digit: 8 x=15 - z= 4930474 addY: 14 -> 4930480 [4, 9, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.970s

[3] digit: 8 x=23 - z= 7293 addY: 6 -> 189632 [4, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.972s

[4] digit: 9 x=28 - z= 189632 addY: 8 -> 4930449 [4, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.975s

[5] digit: 9 x=16 - z= 4930449 addY: 14 -> 4930455 [4, 9, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.977s

[5] digit: 8 x=16 - z= 4930449 addY: 14 -> 4930454 [4, 9, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.980s

[4] digit: 8 x=28 - z= 189632 addY: 8 -> 4930448 [4, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.984s

[5] digit: 9 x=15 - z= 4930448 addY: 14 -> 4930455 [4, 9, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 1.985s

[5] digit: 8 x=15 - z= 4930448 addY: 14 -> 4930454 [4, 9, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 1.991s

[1] digit: 8 x=21 - z= 10 addY: 11 -> 279 [4, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.995s

[2] digit: 9 x=31 - z= 279 addY: 5 -> 7268 [4, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 1.998s

[3] digit: 9 x=24 - z= 7268 addY: 6 -> 188983 [4, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.001s

[4] digit: 9 x=29 - z= 188983 addY: 8 -> 4913575 [4, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.004s

[5] digit: 9 x=16 - z= 4913575 addY: 14 -> 4913581 [4, 8, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.010s

[5] digit: 8 x=16 - z= 4913575 addY: 14 -> 4913580 [4, 8, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.014s

[4] digit: 8 x=29 - z= 188983 addY: 8 -> 4913574 [4, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.025s

[5] digit: 9 x=15 - z= 4913574 addY: 14 -> 4913581 [4, 8, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.027s

[5] digit: 8 x=15 - z= 4913574 addY: 14 -> 4913580 [4, 8, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.029s

[3] digit: 8 x=24 - z= 7268 addY: 6 -> 188982 [4, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.030s

[4] digit: 9 x=28 - z= 188982 addY: 8 -> 4913549 [4, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.032s

[5] digit: 9 x=16 - z= 4913549 addY: 14 -> 4913555 [4, 8, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.034s

[5] digit: 8 x=16 - z= 4913549 addY: 14 -> 4913554 [4, 8, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.036s

[4] digit: 8 x=28 - z= 188982 addY: 8 -> 4913548 [4, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.038s

[5] digit: 9 x=15 - z= 4913548 addY: 14 -> 4913555 [4, 8, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.039s

[5] digit: 8 x=15 - z= 4913548 addY: 14 -> 4913554 [4, 8, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.040s

[2] digit: 8 x=31 - z= 279 addY: 5 -> 7267 [4, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.041s

[3] digit: 9 x=23 - z= 7267 addY: 6 -> 188957 [4, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.042s

[4] digit: 9 x=29 - z= 188957 addY: 8 -> 4912899 [4, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.043s

[5] digit: 9 x=16 - z= 4912899 addY: 14 -> 4912905 [4, 8, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.045s

[5] digit: 8 x=16 - z= 4912899 addY: 14 -> 4912904 [4, 8, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.047s

[4] digit: 8 x=29 - z= 188957 addY: 8 -> 4912898 [4, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.048s

[5] digit: 9 x=15 - z= 4912898 addY: 14 -> 4912905 [4, 8, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.049s

[5] digit: 8 x=15 - z= 4912898 addY: 14 -> 4912904 [4, 8, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.054s

[3] digit: 8 x=23 - z= 7267 addY: 6 -> 188956 [4, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.059s

[4] digit: 9 x=28 - z= 188956 addY: 8 -> 4912873 [4, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.060s

[5] digit: 9 x=16 - z= 4912873 addY: 14 -> 4912879 [4, 8, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.061s

[5] digit: 8 x=16 - z= 4912873 addY: 14 -> 4912878 [4, 8, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.062s

[4] digit: 8 x=28 - z= 188956 addY: 8 -> 4912872 [4, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.063s

[5] digit: 9 x=15 - z= 4912872 addY: 14 -> 4912879 [4, 8, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.065s

[5] digit: 8 x=15 - z= 4912872 addY: 14 -> 4912878 [4, 8, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.066s

[0] digit: 3 x=13 - z= 0 addY: 6 -> 9 [3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.067s

[1] digit: 9 x=20 - z= 9 addY: 11 -> 254 [3, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.068s

[2] digit: 9 x=32 - z= 254 addY: 5 -> 6618 [3, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.069s

[3] digit: 9 x=24 - z= 6618 addY: 6 -> 172083 [3, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.070s

[4] digit: 9 x=29 - z= 172083 addY: 8 -> 4474175 [3, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.070s

[5] digit: 9 x=16 - z= 4474175 addY: 14 -> 4474181 [3, 9, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.071s

[5] digit: 8 x=16 - z= 4474175 addY: 14 -> 4474180 [3, 9, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.072s

[4] digit: 8 x=29 - z= 172083 addY: 8 -> 4474174 [3, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.073s

[5] digit: 9 x=15 - z= 4474174 addY: 14 -> 4474181 [3, 9, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.074s

[5] digit: 8 x=15 - z= 4474174 addY: 14 -> 4474180 [3, 9, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.075s

[3] digit: 8 x=24 - z= 6618 addY: 6 -> 172082 [3, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.076s

[4] digit: 9 x=28 - z= 172082 addY: 8 -> 4474149 [3, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.077s

[5] digit: 9 x=16 - z= 4474149 addY: 14 -> 4474155 [3, 9, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.078s

[5] digit: 8 x=16 - z= 4474149 addY: 14 -> 4474154 [3, 9, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.080s

[4] digit: 8 x=28 - z= 172082 addY: 8 -> 4474148 [3, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.084s

[5] digit: 9 x=15 - z= 4474148 addY: 14 -> 4474155 [3, 9, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.085s

[5] digit: 8 x=15 - z= 4474148 addY: 14 -> 4474154 [3, 9, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.087s

[2] digit: 8 x=32 - z= 254 addY: 5 -> 6617 [3, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.087s

[3] digit: 9 x=23 - z= 6617 addY: 6 -> 172057 [3, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.088s

[4] digit: 9 x=29 - z= 172057 addY: 8 -> 4473499 [3, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.089s

[5] digit: 9 x=16 - z= 4473499 addY: 14 -> 4473505 [3, 9, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.089s

[5] digit: 8 x=16 - z= 4473499 addY: 14 -> 4473504 [3, 9, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.090s

[4] digit: 8 x=29 - z= 172057 addY: 8 -> 4473498 [3, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.091s

[5] digit: 9 x=15 - z= 4473498 addY: 14 -> 4473505 [3, 9, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.091s

[5] digit: 8 x=15 - z= 4473498 addY: 14 -> 4473504 [3, 9, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.092s

[3] digit: 8 x=23 - z= 6617 addY: 6 -> 172056 [3, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.093s

[4] digit: 9 x=28 - z= 172056 addY: 8 -> 4473473 [3, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.094s

[5] digit: 9 x=16 - z= 4473473 addY: 14 -> 4473479 [3, 9, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.094s

[5] digit: 8 x=16 - z= 4473473 addY: 14 -> 4473478 [3, 9, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.095s

[4] digit: 8 x=28 - z= 172056 addY: 8 -> 4473472 [3, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.095s

[5] digit: 9 x=15 - z= 4473472 addY: 14 -> 4473479 [3, 9, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.095s

[5] digit: 8 x=15 - z= 4473472 addY: 14 -> 4473478 [3, 9, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.096s

[1] digit: 8 x=20 - z= 9 addY: 11 -> 253 [3, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.097s

[2] digit: 9 x=31 - z= 253 addY: 5 -> 6592 [3, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.097s

[3] digit: 9 x=24 - z= 6592 addY: 6 -> 171407 [3, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.099s

[4] digit: 9 x=29 - z= 171407 addY: 8 -> 4456599 [3, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.100s

[5] digit: 9 x=16 - z= 4456599 addY: 14 -> 4456605 [3, 8, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.101s

[5] digit: 8 x=16 - z= 4456599 addY: 14 -> 4456604 [3, 8, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.102s

[4] digit: 8 x=29 - z= 171407 addY: 8 -> 4456598 [3, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.102s

[5] digit: 9 x=15 - z= 4456598 addY: 14 -> 4456605 [3, 8, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.103s

[5] digit: 8 x=15 - z= 4456598 addY: 14 -> 4456604 [3, 8, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.103s

[3] digit: 8 x=24 - z= 6592 addY: 6 -> 171406 [3, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.105s

[4] digit: 9 x=28 - z= 171406 addY: 8 -> 4456573 [3, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.105s

[5] digit: 9 x=16 - z= 4456573 addY: 14 -> 4456579 [3, 8, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.107s

[5] digit: 8 x=16 - z= 4456573 addY: 14 -> 4456578 [3, 8, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.108s

[4] digit: 8 x=28 - z= 171406 addY: 8 -> 4456572 [3, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.109s

[5] digit: 9 x=15 - z= 4456572 addY: 14 -> 4456579 [3, 8, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.110s

[5] digit: 8 x=15 - z= 4456572 addY: 14 -> 4456578 [3, 8, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.111s

[2] digit: 8 x=31 - z= 253 addY: 5 -> 6591 [3, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.112s

[3] digit: 9 x=23 - z= 6591 addY: 6 -> 171381 [3, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.112s

[4] digit: 9 x=29 - z= 171381 addY: 8 -> 4455923 [3, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.116s

[5] digit: 9 x=16 - z= 4455923 addY: 14 -> 4455929 [3, 8, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.117s

[5] digit: 8 x=16 - z= 4455923 addY: 14 -> 4455928 [3, 8, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.118s

[4] digit: 8 x=29 - z= 171381 addY: 8 -> 4455922 [3, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.118s

[5] digit: 9 x=15 - z= 4455922 addY: 14 -> 4455929 [3, 8, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.119s

[5] digit: 8 x=15 - z= 4455922 addY: 14 -> 4455928 [3, 8, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.120s

[3] digit: 8 x=23 - z= 6591 addY: 6 -> 171380 [3, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.121s

[4] digit: 9 x=28 - z= 171380 addY: 8 -> 4455897 [3, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.122s

[5] digit: 9 x=16 - z= 4455897 addY: 14 -> 4455903 [3, 8, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.123s

[5] digit: 8 x=16 - z= 4455897 addY: 14 -> 4455902 [3, 8, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.124s

[4] digit: 8 x=28 - z= 171380 addY: 8 -> 4455896 [3, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.124s

[5] digit: 9 x=15 - z= 4455896 addY: 14 -> 4455903 [3, 8, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.125s

[5] digit: 8 x=15 - z= 4455896 addY: 14 -> 4455902 [3, 8, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.125s

[0] digit: 2 x=13 - z= 0 addY: 6 -> 8 [2, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.126s

[1] digit: 9 x=19 - z= 8 addY: 11 -> 228 [2, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.126s

[2] digit: 9 x=32 - z= 228 addY: 5 -> 5942 [2, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.127s

[3] digit: 9 x=24 - z= 5942 addY: 6 -> 154507 [2, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.128s

[4] digit: 9 x=29 - z= 154507 addY: 8 -> 4017199 [2, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.129s

[5] digit: 9 x=16 - z= 4017199 addY: 14 -> 4017205 [2, 9, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.130s

[5] digit: 8 x=16 - z= 4017199 addY: 14 -> 4017204 [2, 9, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.130s

[4] digit: 8 x=29 - z= 154507 addY: 8 -> 4017198 [2, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.131s

[5] digit: 9 x=15 - z= 4017198 addY: 14 -> 4017205 [2, 9, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.131s

[5] digit: 8 x=15 - z= 4017198 addY: 14 -> 4017204 [2, 9, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.132s

[3] digit: 8 x=24 - z= 5942 addY: 6 -> 154506 [2, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.132s

[4] digit: 9 x=28 - z= 154506 addY: 8 -> 4017173 [2, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.133s

[5] digit: 9 x=16 - z= 4017173 addY: 14 -> 4017179 [2, 9, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.134s

[5] digit: 8 x=16 - z= 4017173 addY: 14 -> 4017178 [2, 9, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.135s

[4] digit: 8 x=28 - z= 154506 addY: 8 -> 4017172 [2, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.135s

[5] digit: 9 x=15 - z= 4017172 addY: 14 -> 4017179 [2, 9, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.136s

[5] digit: 8 x=15 - z= 4017172 addY: 14 -> 4017178 [2, 9, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.136s

[2] digit: 8 x=32 - z= 228 addY: 5 -> 5941 [2, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.137s

[3] digit: 9 x=23 - z= 5941 addY: 6 -> 154481 [2, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.137s

[4] digit: 9 x=29 - z= 154481 addY: 8 -> 4016523 [2, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.138s

[5] digit: 9 x=16 - z= 4016523 addY: 14 -> 4016529 [2, 9, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.138s

[5] digit: 8 x=16 - z= 4016523 addY: 14 -> 4016528 [2, 9, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.139s

[4] digit: 8 x=29 - z= 154481 addY: 8 -> 4016522 [2, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.139s

[5] digit: 9 x=15 - z= 4016522 addY: 14 -> 4016529 [2, 9, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.140s

[5] digit: 8 x=15 - z= 4016522 addY: 14 -> 4016528 [2, 9, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.140s

[3] digit: 8 x=23 - z= 5941 addY: 6 -> 154480 [2, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.141s

[4] digit: 9 x=28 - z= 154480 addY: 8 -> 4016497 [2, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.142s

[5] digit: 9 x=16 - z= 4016497 addY: 14 -> 4016503 [2, 9, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.143s

[5] digit: 8 x=16 - z= 4016497 addY: 14 -> 4016502 [2, 9, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.143s

[4] digit: 8 x=28 - z= 154480 addY: 8 -> 4016496 [2, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.145s

[5] digit: 9 x=15 - z= 4016496 addY: 14 -> 4016503 [2, 9, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.146s

[5] digit: 8 x=15 - z= 4016496 addY: 14 -> 4016502 [2, 9, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.147s

[1] digit: 8 x=19 - z= 8 addY: 11 -> 227 [2, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.148s

[2] digit: 9 x=31 - z= 227 addY: 5 -> 5916 [2, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.149s

[3] digit: 9 x=24 - z= 5916 addY: 6 -> 153831 [2, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.149s

[4] digit: 9 x=29 - z= 153831 addY: 8 -> 3999623 [2, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.150s

[5] digit: 9 x=16 - z= 3999623 addY: 14 -> 3999629 [2, 8, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.150s

[5] digit: 8 x=16 - z= 3999623 addY: 14 -> 3999628 [2, 8, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.151s

[4] digit: 8 x=29 - z= 153831 addY: 8 -> 3999622 [2, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.151s

[5] digit: 9 x=15 - z= 3999622 addY: 14 -> 3999629 [2, 8, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.152s

[5] digit: 8 x=15 - z= 3999622 addY: 14 -> 3999628 [2, 8, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.152s

[3] digit: 8 x=24 - z= 5916 addY: 6 -> 153830 [2, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.153s

[4] digit: 9 x=28 - z= 153830 addY: 8 -> 3999597 [2, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.154s

[5] digit: 9 x=16 - z= 3999597 addY: 14 -> 3999603 [2, 8, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.154s

[5] digit: 8 x=16 - z= 3999597 addY: 14 -> 3999602 [2, 8, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.155s

[4] digit: 8 x=28 - z= 153830 addY: 8 -> 3999596 [2, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.156s

[5] digit: 9 x=15 - z= 3999596 addY: 14 -> 3999603 [2, 8, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.157s

[5] digit: 8 x=15 - z= 3999596 addY: 14 -> 3999602 [2, 8, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.157s

[2] digit: 8 x=31 - z= 227 addY: 5 -> 5915 [2, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.158s

[3] digit: 9 x=23 - z= 5915 addY: 6 -> 153805 [2, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.159s

[4] digit: 9 x=29 - z= 153805 addY: 8 -> 3998947 [2, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.162s

[5] digit: 9 x=16 - z= 3998947 addY: 14 -> 3998953 [2, 8, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.163s

[5] digit: 8 x=16 - z= 3998947 addY: 14 -> 3998952 [2, 8, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.165s

[4] digit: 8 x=29 - z= 153805 addY: 8 -> 3998946 [2, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.166s

[5] digit: 9 x=15 - z= 3998946 addY: 14 -> 3998953 [2, 8, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.167s

[5] digit: 8 x=15 - z= 3998946 addY: 14 -> 3998952 [2, 8, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.169s

[3] digit: 8 x=23 - z= 5915 addY: 6 -> 153804 [2, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.169s

[4] digit: 9 x=28 - z= 153804 addY: 8 -> 3998921 [2, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.170s

[5] digit: 9 x=16 - z= 3998921 addY: 14 -> 3998927 [2, 8, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.172s

[5] digit: 8 x=16 - z= 3998921 addY: 14 -> 3998926 [2, 8, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.173s

[4] digit: 8 x=28 - z= 153804 addY: 8 -> 3998920 [2, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.174s

[5] digit: 9 x=15 - z= 3998920 addY: 14 -> 3998927 [2, 8, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.174s

[5] digit: 8 x=15 - z= 3998920 addY: 14 -> 3998926 [2, 8, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.175s

[0] digit: 1 x=13 - z= 0 addY: 6 -> 7 [1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.176s

[1] digit: 9 x=18 - z= 7 addY: 11 -> 202 [1, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.178s

[2] digit: 9 x=32 - z= 202 addY: 5 -> 5266 [1, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.178s

[3] digit: 9 x=24 - z= 5266 addY: 6 -> 136931 [1, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.179s

[4] digit: 9 x=29 - z= 136931 addY: 8 -> 3560223 [1, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.180s

[5] digit: 9 x=16 - z= 3560223 addY: 14 -> 3560229 [1, 9, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.181s

[5] digit: 8 x=16 - z= 3560223 addY: 14 -> 3560228 [1, 9, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.181s

[4] digit: 8 x=29 - z= 136931 addY: 8 -> 3560222 [1, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.182s

[5] digit: 9 x=15 - z= 3560222 addY: 14 -> 3560229 [1, 9, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.184s

[5] digit: 8 x=15 - z= 3560222 addY: 14 -> 3560228 [1, 9, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.184s

[3] digit: 8 x=24 - z= 5266 addY: 6 -> 136930 [1, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.190s

[4] digit: 9 x=28 - z= 136930 addY: 8 -> 3560197 [1, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.196s

[5] digit: 9 x=16 - z= 3560197 addY: 14 -> 3560203 [1, 9, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.198s

[5] digit: 8 x=16 - z= 3560197 addY: 14 -> 3560202 [1, 9, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.198s

[4] digit: 8 x=28 - z= 136930 addY: 8 -> 3560196 [1, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.201s

[5] digit: 9 x=15 - z= 3560196 addY: 14 -> 3560203 [1, 9, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.202s

[5] digit: 8 x=15 - z= 3560196 addY: 14 -> 3560202 [1, 9, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.202s

[2] digit: 8 x=32 - z= 202 addY: 5 -> 5265 [1, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.203s

[3] digit: 9 x=23 - z= 5265 addY: 6 -> 136905 [1, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.204s

[4] digit: 9 x=29 - z= 136905 addY: 8 -> 3559547 [1, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.205s

[5] digit: 9 x=16 - z= 3559547 addY: 14 -> 3559553 [1, 9, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.206s

[5] digit: 8 x=16 - z= 3559547 addY: 14 -> 3559552 [1, 9, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.206s

[4] digit: 8 x=29 - z= 136905 addY: 8 -> 3559546 [1, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.208s

[5] digit: 9 x=15 - z= 3559546 addY: 14 -> 3559553 [1, 9, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.209s

[5] digit: 8 x=15 - z= 3559546 addY: 14 -> 3559552 [1, 9, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.216s

[3] digit: 8 x=23 - z= 5265 addY: 6 -> 136904 [1, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.217s

[4] digit: 9 x=28 - z= 136904 addY: 8 -> 3559521 [1, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.218s

[5] digit: 9 x=16 - z= 3559521 addY: 14 -> 3559527 [1, 9, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.219s

[5] digit: 8 x=16 - z= 3559521 addY: 14 -> 3559526 [1, 9, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.219s

[4] digit: 8 x=28 - z= 136904 addY: 8 -> 3559520 [1, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.220s

[5] digit: 9 x=15 - z= 3559520 addY: 14 -> 3559527 [1, 9, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.220s

[5] digit: 8 x=15 - z= 3559520 addY: 14 -> 3559526 [1, 9, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.221s

[1] digit: 8 x=18 - z= 7 addY: 11 -> 201 [1, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.222s

[2] digit: 9 x=31 - z= 201 addY: 5 -> 5240 [1, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.223s

[3] digit: 9 x=24 - z= 5240 addY: 6 -> 136255 [1, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.223s

[4] digit: 9 x=29 - z= 136255 addY: 8 -> 3542647 [1, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.224s

[5] digit: 9 x=16 - z= 3542647 addY: 14 -> 3542653 [1, 8, 9, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.224s

[5] digit: 8 x=16 - z= 3542647 addY: 14 -> 3542652 [1, 8, 9, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.225s

[4] digit: 8 x=29 - z= 136255 addY: 8 -> 3542646 [1, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.226s

[5] digit: 9 x=15 - z= 3542646 addY: 14 -> 3542653 [1, 8, 9, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.226s

[5] digit: 8 x=15 - z= 3542646 addY: 14 -> 3542652 [1, 8, 9, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.227s

[3] digit: 8 x=24 - z= 5240 addY: 6 -> 136254 [1, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.227s

[4] digit: 9 x=28 - z= 136254 addY: 8 -> 3542621 [1, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.228s

[5] digit: 9 x=16 - z= 3542621 addY: 14 -> 3542627 [1, 8, 9, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.229s

[5] digit: 8 x=16 - z= 3542621 addY: 14 -> 3542626 [1, 8, 9, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.230s

[4] digit: 8 x=28 - z= 136254 addY: 8 -> 3542620 [1, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.230s

[5] digit: 9 x=15 - z= 3542620 addY: 14 -> 3542627 [1, 8, 9, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.231s

[5] digit: 8 x=15 - z= 3542620 addY: 14 -> 3542626 [1, 8, 9, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.232s

[2] digit: 8 x=31 - z= 201 addY: 5 -> 5239 [1, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.233s

[3] digit: 9 x=23 - z= 5239 addY: 6 -> 136229 [1, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.233s

[4] digit: 9 x=29 - z= 136229 addY: 8 -> 3541971 [1, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.233s

[5] digit: 9 x=16 - z= 3541971 addY: 14 -> 3541977 [1, 8, 8, 9, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.234s

[5] digit: 8 x=16 - z= 3541971 addY: 14 -> 3541976 [1, 8, 8, 9, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.234s

[4] digit: 8 x=29 - z= 136229 addY: 8 -> 3541970 [1, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.235s

[5] digit: 9 x=15 - z= 3541970 addY: 14 -> 3541977 [1, 8, 8, 9, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.235s

[5] digit: 8 x=15 - z= 3541970 addY: 14 -> 3541976 [1, 8, 8, 9, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.236s

[3] digit: 8 x=23 - z= 5239 addY: 6 -> 136228 [1, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.238s

[4] digit: 9 x=28 - z= 136228 addY: 8 -> 3541945 [1, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.241s

[5] digit: 9 x=16 - z= 3541945 addY: 14 -> 3541951 [1, 8, 8, 8, 9, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.241s

[5] digit: 8 x=16 - z= 3541945 addY: 14 -> 3541950 [1, 8, 8, 8, 9, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.242s

[4] digit: 8 x=28 - z= 136228 addY: 8 -> 3541944 [1, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0, 0] 2.243s

[5] digit: 9 x=15 - z= 3541944 addY: 14 -> 3541951 [1, 8, 8, 8, 8, 9, 0, 0, 0, 0, 0, 0, 0, 0] 2.243s

[5] digit: 8 x=15 - z= 3541944 addY: 14 -> 3541950 [1, 8, 8, 8, 8, 8, 0, 0, 0, 0, 0, 0, 0, 0] 2.244s