<u>Task</u>

Looks like there's a whole hallway of machines left to explore. Wait, they're all broken -_-. You better split up your money and get buying.

Interaction Details:

At the start of each trial, you will receive a single line reading **Machine x:**, where **x** is the number of the trial. It is guaranteed that there will be **56** items and **200** coins.

Items and coins are **reset** between trials. There will be a total of **12** trials.

The following commands will be provided:

Display:

Shows the list of remaining coins, items to buy, and your current balance.

Insert <x>:

Insert the **xth** coin, if it exists, and add its value to your balance.

Insert $\langle x_1 x_2 \dots x_n \rangle$:

Calls **Insert** on each of $\{x_1, x_2, ..., x_n\}$ in succession.

Buy <x>:

Buy the **xth** item, if it exists, and you have enough money. Resets balance to zero.

Sample Interaction:

Machine 1:

Display

Items:

1: 140816 2: 138186

... omitted for brevity, list continues in actual program

56: 99321

Coins:

1: 44167 2: 48662

... omitted for brevity, list continues in actual program

200: 44041

Balance: 0 Insert 1 2

Balance: 140816 Balance: 279002

Buy 100

Not enough money