

Wosu

Lili is playing a game called Wosu. Wosu is a music game where Lili must click buttons based on music rhythm. Button that is successfully pressed has value of 100 point and 0 bonus point (initially). Each time Lili successfully pressed a button, bonus point increased by 50. Lili wants to know the total point after N button(s) clicked.

Format Input

Given 1 line consist of 1 integer N the number of button(s) that Lili clicked.

Format Output

Output one number that describe the total point Lili gets.

Constraints

• 1 < N < 1.000.000

Sample Input 1 (standard input)

1

Sample Output 1 (standard output)

100

Sample Input 2 (standard input)

2

Sample Output 2 (standard output)

250

[©] School of Computer Science - BINUS, 2021. No part of the materials available may be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form, in whole or in part, without prior written consent of School of Computer Science - BINUS. Any other reproduction in any form without the permission of School of Computer Science - BINUS is probibited. Violators of this clause may be academically sanctioned.



Sample Input 3 (standard input)

3

Sample Output 3 (standard output)

450

Explanation

For Sample Test Case 3, this is the point for each button Lili clicked:

• Button 1 : 100 + 0 = 100

• Button 2 : 100 + 50 = 150

• Button 3:100+100=200

Thus, total point she will get is 450.



[©] School of Computer Science - BINUS, 2021. No part of the materials available may be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form, in whole or in part, without prior written consent of School of Computer Science - BINUS. Any other reproduction in any form without the permission of School of Computer Science - BINUS is probihited. Violators of this clause may be academically sanctioned.



Wosu

Lili sedang bermain game bernama Wosu. Wosu adalah game musik dimana Lili harus meneka tombol sesuai dengan ritme lagu. Tombol yang berhasil ditekan bernlai 100 poin dan 0 bonus poin. Setiap kali Lili berhasil menekan tombol, bonus poin akan bertambah 50. Lili ingin tahu berapa total poin yang Lili dapatkan setelah N penekanan tombol.

Format Input

Input terdiri dari 1 angka bulat N yaitu banyak tombol yang Lili tekan.

Format Output

Output yang dikelu<mark>ark</mark>an hanya berupa 1 buah angka yang menyatakan berapa total poin yang Lili dapatkan.

Constraints

• $1 \le N \le 1.000.000$

Sample Input 1 (standard input)

1

Sample Output 1 (standard output)

100

Sample Input 2 (standard input)

2

Sample Output 2 (standard output)

250

[©] School of Computer Science - BINUS, 2021. No part of the materials available may be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form, in whole or in part, without prior written consent of School of Computer Science - BINUS. Any other reproduction in any form without the permission of School of Computer Science - BINUS is probibited. Violators of this clause may be academically sanctioned.



Sample Input 3 (standard input)

3

Sample Output 3 (standard output)

450

Explanation

Pada Sample Test Case 3, ini adalah poin yang didapatkan untuk setiap tombol yang Lili tekan: :

• Tombol 1 : 100 + 0 = 100

• Tombol 2:100+50=150

• Tombol 3:100+100=200

Sehingga total poin yang didapatkan adalah sebesar 450.



[©] School of Computer Science - BINUS, 2021. No part of the materials available may be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form, in whole or in part, without prior written consent of School of Computer Science - BINUS. Any other reproduction in any form without the permission of School of Computer Science - BINUS is probibited. Violators of this clause may be academically sanctioned.