Car Wash

Write a JS function that receives some commands. Depending on the command, **add** or **subtract** a percentage of how much the car is **cleaned** or **dirty**. Start from 0. The first command will always be '**soap**':

- soap – add 10 to the value
- water – increase the value by 20%
- vacuum cleaner – increase the value by 25%
- **mud** – decrease the value by 10%

The **input** comes as an **array of strings**. When finished cleaning the car, **print** the resulting value in the format:

   `The car is {value}% clean.`

Note: The **value** should be rounded to the second decimal point.

Examples

Input	Output
['soap', 'soap', 'vacuum cleaner', 'mud', 'soap', 'water']	The car is 39.00% clean.
["soap", "water", "mud", "mud", "water", "mud", "vacuum cleaner"]	The car is 13.12% clean.

Number Modification

Write a JS program that changes a number until the average of all its digits is **not higher than 5**. To modify the number, your program should append a **9** to the end of the number, when the average value of all its digits is **higher than 5** the program should stop appending.

The **input** is a single number.

The **output** should consist of a single number - the final modified number which has an average value of all its digits **higher than 5**. The **output** should be printed on the console.

Constraints

- **The input number will consist of no more than 6 digits.**
- **The input will be a valid number (there will be no leading zeroes).**

Examples

Input	Output
101	1019999
5835	5835

Points Validation

Write a JS program that receives two points in the format **[x1, y1, x2, y2]** and checks if the distances between each point (**x, y**) and the start of the Cartesian coordinate system (**0, 0**) and between the points themselves is **valid**. A distance between two points is considered **valid** if it is an **integer value**.

- In case a distance is **valid** print: `{x1, y1} to {x2, y2} is valid`
- In case the distance is **invalid** print: `{x1, y1} to {x2, y2} is invalid`

The order of **comparisons** should always be first **{x1, y1}** to **{0, 0}**, then **{x2, y2}** to **{0, 0}** and finally **{x1, y1}** to **{x2, y2}**.

The **input** consists of two points given as an array of numbers.

Examples

Input	Output
[3, 0, 0, 4]	{3, 0} to {0, 0} is valid {0, 4} to {0, 0} is valid {3, 0} to {0, 4} is valid
[2, 1, 1, 1]	{2, 1} to {0, 0} is invalid {1, 1} to {0, 0} is invalid {2, 1} to {1, 1} is valid

Hints

You can use the following **formula** to help you calculate the distance between the **points** (x1, y1) and (x2, y2).

   Radio Crystals
You need to write a JS program that monitors the **current thickness** of the crystal and recommends the next procedure that will bring it closer to the desired frequency. To **reduce** waste and the time it takes to make each crystal your program needs to **complete** the process with the **least number of operations**. **Each operation** takes the **same amount of time**, but since they are done at different parts of the factory, the crystals have to be transported and thoroughly washed **every time** an operation **different** from the previous must be performed, so this must also be taken into account. When **determining** the order, always attempt to start from the operation that **removes** the largest amount of material.
The different operations you can perform are the following:
   • Cut – cuts the crystal in 4
   • Lap – removes 20% of the crystal's thickness
   • Grind – removes 20 microns of thickness
   • Etch – removes 2 microns of thickness
   • X-ray – increases the thickness of the crystal by 1 micron; this operation can only be done once!
   • Transporting and washing – removes any imperfections smaller than 1 micron (round down the number); do this after every batch of operations that remove material
At the beginning of your program, you will receive a number representing the desired **final thickness** and a series of **numbers**, representing the thickness of crystal ore in microns. Process each chunk and **print** to the console the order of **operations** and the **number** of times they need to be **repeated** to bring them to the desired thickness.
The **input** comes as a numeric array with a variable number of elements. The **first number** is the **target** thickness and **all following numbers** are the thickness of **different chunks** of quartz ore.
The **output** is the order of operation and how many times they are repeated, every operation on a new line. See the examples for more information.
Examples

Input	Output
[1375, 50000]	Processing chunk 50000 microns Cut x2 Transporting and washing Lap x3 Transporting and washing Grind x11 Transporting and washing Etch x3 Transporting and washing X-ray x1 Finished crystal 1375 microns
[1000, 4000, 8100]	Processing chunk 4000 microns Cut x1 Transporting and washing Finished crystal 1000 microns Processing chunk 8100 microns Cut x1 Transporting and washing Lap x3 Transporting and washing Grind x1 Transporting and washing Etch x8 Transporting and washing Finished crystal 1000 microns

Print DNA

Write a JS program that **prints** a DNA helix with a **length**, specified by the user. The helix has a **repeating structure**, but the symbol in the chain follows the sequence **ATCGTTAGGG**. See the examples for more information.

The **input** comes as a single number. It represents the length of the required helix.

The **output** is the completed structure, printed on the console.

Examples

Input	Output		Input	Output

4	``**AT**``
	``*C--G*``
	``T----T``
	``*A--G*``
			10	**AT**
				C--G
				T----T
				A--G
				GG
				A--T
				C----G
				T--T
				AG
				G--G