

A - AtCoder *** Contest

Time Limit: 2 sec / Memory Limit: 256 MB

Score : 100 points

Problem Statement

Snuke is going to open a contest named "AtCoder s Contest". Here, s is a string of length 1 or greater, where the first character is an uppercase English letter, and the second and subsequent characters are lowercase English letters.

Snuke has decided to abbreviate the name of the contest as " AxC ". Here, x is the uppercase English letter at the beginning of s .

Given the name of the contest, print the abbreviation of the name.

Constraints

- The length of s is between 1 and 100, inclusive.
- The first character in s is an uppercase English letter.
- The second and subsequent characters in s are lowercase English letters.

Input

The input is given from Standard Input in the following format:

```
AtCoder  s  Contest
```

Output

Print the abbreviation of the name of the contest.

Sample Input 1

```
AtCoder Beginner Contest
```

Sample Output 1

```
ABC
```

The contest in which you are participating now.

Sample Input 2

```
AtCoder Snuke Contest
```

Sample Output 2

```
ASC
```

This contest does not actually exist.

Sample Input 3

```
AtCoder X Contest
```

Sample Output 3

```
AXC
```

B - Between a and b ...

Time Limit: 2 sec / Memory Limit: 256 MB

Score : 200 points

Problem Statement

You are given nonnegative integers a and b ($a \leq b$), and a positive integer x . Among the integers between a and b , inclusive, how many are divisible by x ?

Constraints

- $0 \leq a \leq b \leq 10^{18}$
- $1 \leq x \leq 10^{18}$

Input

The input is given from Standard Input in the following format:

```
 $a$   $b$   $x$ 
```

Output

Print the number of the integers between a and b , inclusive, that are divisible by x .

Sample Input 1

```
4 8 2
```

Sample Output 1

```
3
```

There are three integers between 4 and 8, inclusive, that are divisible by 2: 4, 6 and 8.

Sample Input 2

```
0 5 1
```

Sample Output 2

```
6
```

There are six integers between 0 and 5, inclusive, that are divisible by 1: 0, 1, 2, 3, 4 and 5.

Sample Input 3

```
9 9 2
```

Sample Output 3

```
0
```

There are no integer between 9 and 9, inclusive, that is divisible by 2.

Sample Input 4

```
1 1000000000000000000 3
```

Sample Output 4

```
333333333333333333
```

Watch out for integer overflows.

C - Boxes and Candies

Time Limit: 2 sec / Memory Limit: 256 MB

Score : 300 points

Problem Statement

There are N boxes arranged in a row. Initially, the i -th box from the left contains a_i candies.

Snuke can perform the following operation any number of times:

- Choose a box containing at least one candy, and eat one of the candies in the chosen box.

His objective is as follows:

- Any two neighboring boxes contain at most x candies in total.

Find the minimum number of operations required to achieve the objective.

Constraints

- $2 \leq N \leq 10^5$
- $0 \leq a_i \leq 10^9$
- $0 \leq x \leq 10^9$

Input

The input is given from Standard Input in the following format:

```
 $N$    $x$   
 $a_1$    $a_2$   ...   $a_N$ 
```

Output

Print the minimum number of operations required to achieve the objective.

Sample Input 1

```
3 3  
2 2 2
```

Sample Output 1

```
1
```

Eat one candy in the second box. Then, the number of candies in each box becomes $(2, 1, 2)$.

Sample Input 2

```
6 1
1 6 1 2 0 4
```

Sample Output 2

```
11
```

For example, eat six candies in the second box, two in the fourth box, and three in the sixth box. Then, the number of candies in each box becomes $(1, 0, 1, 0, 0, 1)$.

Sample Input 3

```
5 9
3 1 4 1 5
```

Sample Output 3

```
0
```

The objective is already achieved without performing operations.

Sample Input 4

```
2 0
5 5
```

Sample Output 4

```
10
```

All the candies need to be eaten.

D - An Ordinary Game

Time Limit: 2 sec / Memory Limit: 256 MB

Score : 500 points

Problem Statement

There is a string s of length 3 or greater. No two neighboring characters in s are equal.

Takahashi and Aoki will play a game against each other. The two players alternately performs the following operation, Takahashi going first:

- Remove one of the characters in s , excluding both ends. However, a character cannot be removed if removal of the character would result in two neighboring equal characters in s .

The player who becomes unable to perform the operation, loses the game. Determine which player will win when the two play optimally.

Constraints

- $3 \leq |s| \leq 10^5$
- s consists of lowercase English letters.
- No two neighboring characters in s are equal.

Input

The input is given from Standard Input in the following format:

s

Output

If Takahashi will win, print `First`. If Aoki will win, print `Second`.

Sample Input 1

aba

Sample Output 1

Second

Takahashi, who goes first, cannot perform the operation, since removal of the b , which is the only character not at either ends of s , would result in s becoming aa , with two a s neighboring.

Sample Input 2

abc

Sample Output 2

First

When Takahashi removes b from s , it becomes ac . Then, Aoki cannot perform the operation, since there is no character in s , excluding both ends.

Sample Input 3

abcab

Sample Output 3

First