# A test of "programming for beginners" – 28 August 2016

## Task 2. Company

Company**receives a request for the drafting of the project for which they are needed**a certain number of hours. The company has**a certain number of days**. **Over 10% of days employees**are the training and**may not work**in a normal project.**working day in the company is 8 hours**Each.**an employee can work**the project in**after 2 hours per day**.

**Class**you need to have**rounded to the lower integer**(for example –> **6.98** **hours**rounded to **6 hours**).

Write a program that calculates whether **the company can complete the project on time**and**how many hours do not reach or remain**.

### Login

The input read from **the console** and contains **exactly 3 lines**:

        The **first** row are **the necessary** **hours**– **an integer in the range** **[0 ... 200 000]**

        On **the second** row are **the days** **, with which the company has**– **an integer in the range** **[0 ... 20 000]**

        The **third** row is **the number of employees working overtime** – **an integer in the range** **[0 ... 200]**

### Exit

To **print** to the console **a line**:

        If **the weather is good enough**:

o " **Yes!{ the remaining hours } hours left.**"

        If **the weather is not enough**:

o " **Not enough time!{ missing hours } hours needed.**"

### Sample input and output

|  |  |  |  |
| --- | --- | --- | --- |
| **Login** | **Exit** | **Explanations** | |
| 90  7  3 | Yes! 2 hours left. | The project takes **90 hours**.  The company has **7 days ago**.  **10%**of which go for training, therefore, hours of work are: 6.3 \* 8 = **50.4 hours**.  **3 employees working overtime** -3 (2 hours for 7 days) = **42 hours**.  **Total hours**= 50.4 + 42 = **92.4 hours-> 90 > 92 hours**  The project **can be completed on time** and stay **2 hours**. | |
| **Login** | **Exit** | **Login** | **Exit** |
| 99  3  1 | Not enough time! 72 hours needed. | 50  5  2 | Yes! 6 hours left. |

Testing of the solution: