

Aerith is playing a cloud hopping game. In this game, there are sequentially numbered clouds that can be *thunderheads* or *cumulus* clouds. Her character must jump from cloud to cloud until it reaches the start again.

To play, Aerith is given an array of clouds, c and an energy level $e = 100$. She starts from $c[0]$ and uses **1** unit of energy to make a jump of size k to cloud $c[(i + k) \% n]$. If Aerith lands on a thundercloud, $c[i] = 1$, her energy (e) decreases by **2** additional units. The game ends when Aerith lands back on cloud **0**.

Given the values of n , k , and the configuration of the clouds as an array c , can you determine the final value of e after the game ends?

For example, give $c = [0, 0, 1, 0]$ and $k = 2$, the indices of her path are $0 \rightarrow 2 \rightarrow 0$. Her energy level reduces by **1** for each jump to **98**. She landed on one thunderhead at an additional cost of **2** energy units. Her final energy level is **96**.

Note: Recall that $\%$ refers to the [modulo operation](#). In this case, it serves to make the route circular. If Aerith is at $c[n - 1]$ and jumps **1**, she will arrive at $c[0]$.

Function Description

Complete the `jumpingOnClouds` function in the editor below. It should return an integer representing the energy level remaining after the game.

`jumpingOnClouds` has the following parameter(s):

- c : an array of integers representing cloud types
- k : an integer representing the length of one jump

Input Format

The first line contains two space-separated integers, n and k , the number of clouds and the jump distance.

The second line contains n space-separated integers $c[i]$ where $0 \leq i < n$. Each cloud is described as follows:

- If $c[i] = 0$, then cloud i is a *cumulus* cloud.
- If $c[i] = 1$, then cloud i is a *thunderhead*.

Constraints

- $2 \leq n \leq 25$
- $1 \leq k \leq n$
- $n \% k = 0$
- $c[i] \in \{0, 1\}$

Output Format

Print the final value of e on a new line.

Sample Input

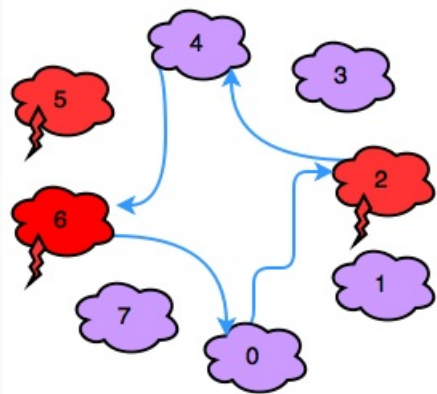
```
8 2
0 0 1 0 0 1 1 0
```

Sample Output

```
92
```

Explanation

In the diagram below, *red* clouds are thunderheads and *purple* clouds are cumulus clouds:



Observe that our thunderheads are the clouds numbered **2**, **5**, and **6**. Aerith makes the following sequence of moves:

1. Move: $0 \rightarrow 2$, Energy: $e = 100 - 1 - 2 = 97$.
2. Move: $2 \rightarrow 4$, Energy: $e = 97 - 1 = 96$.
3. Move: $4 \rightarrow 6$, Energy: $e = 96 - 1 - 2 = 93$.
4. Move: $6 \rightarrow 0$, Energy: $e = 93 - 1 = 92$.