



HOME CONTESTS GYM PROBLEMSET GROUPS RATING API 8VC VENTURECUP 🛣 SECTIONS

PROBLEMS SUBMIT STATUS STANDINGS CUSTOM TEST

A. Toy Army

time limit per test: 2 seconds memory limit per test: 256 megabytes input: standard input output: standard output

The hero of our story, Valera, and his best friend Arcady are still in school, and therefore they spend all the free time playing turn-based strategy "GAGA: Go And Go Again". The gameplay is as follows.

There are two armies on the playing field each of which consists of n men (n is always even). The current player specifies for each of her soldiers an enemy's soldier he will shoot (a target) and then all the player's soldiers shot simultaneously. This is a game world, and so each soldier shoots perfectly, that is he absolutely always hits the specified target. If an enemy soldier is hit, he will surely die. It may happen that several soldiers had been indicated the same target. Killed soldiers do not participate in the game anymore.

The game "GAGA" consists of three steps: first Valera makes a move, then Arcady, then Valera again and the game ends.

You are asked to calculate the maximum total number of soldiers that may be killed during the game.

Input

The input data consist of a single integer n ($2 \le n \le 10^8$, n is even). Please note that before the game starts there are 2n soldiers on the fields.

Output

Print a single number — a maximum total number of soldiers that could be killed in the course of the game in three turns.

Examples

input	
2	
output	
3	
input	
4	
output	
6	

Note

The first sample test:

- 1) Valera's soldiers 1 and 2 shoot at Arcady's soldier 1.
- 2) Arcady's soldier 2 shoots at Valera's soldier 1.
- 3) Valera's soldier 1 shoots at Arcady's soldier 2.

There are 3 soldiers killed in total: Valera's soldier 1 and Arcady's soldiers 1 and 2.

→ Attention

Package for this problem was not updated by the problem writer or Codeforces administration after we've upgraded the judging servers. To adjust the time limit constraint, solution execution time will be multiplied by 2. For example, if your solution works for 400 ms on judging servers, then value 800 ms will be displayed and used to determine the verdict.

Codeforces Beta Round #72 (Div. 2 Only)

Finished

→ Virtual participation

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ACM-ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you - solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you - solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

Start virtual contest

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math	number theory	
	,	No tag edit access

→ Contest materials

Announcement