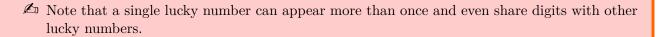
# Lucky Numbers (luck)

Sick of losing every lottery he participates in, Giorgio decided to stop relying on chance... and instead relying on a seer to find his lucky number once and for all! However, unexpectedly, the old witch found that Giorgio has actually a whopping K lucky numbers, each of them 4-digits long.

8255475634865436868434351433135654135514336443543 847854736845983485434655453445684345368134534133 867998778564568475646562456544655643567456648956 5735647476469512966453642565846982196856426864 8356412681424765845668784265456845674906857490 8467494567448566743684696814686468255475634865 19654738544985473154315433134168347854736845

Figure 1: A very long serial number.

Thrilled by this unexpected news, Giorgio can't wait to buy a lottery ticket... but he wants the luckiest one! Given that the serial number of lottery tickets are C-digits long, find out the one with the highest amount of lucky numbers in it.



Among the attachments of this task you may find a template file luck.\* with a sample incomplete implementation.

### Input

The first line contains two integers K and C. The second line contains K integers  $L_i$ , the lucky numbers.

### Output

You need to write a single line with an integer of C digits.

#### **Constraints**

- $1 \le K \le 200$ .
- $4 \le C \le 10000$ .
- $1000 \le L_i \le 9999$  for each  $i = 0 \dots K 1$ .

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### **Scoring**

Your program will be tested against several test cases grouped in subtasks. The score of a subtask is the minimum of the scores of its test cases, multiplied by the value of the subtask.

The score of a test case is computed using the following formula. Let  $O_{\text{found}}$  be the amount of occurrences of lucky numbers found by your solution, and  $O_{\text{opt}}$  be the optimal amount. Your score will be:

- **0** if you don't output a number of C digits; otherwise,
- 1 if  $O_{\text{found}} = O_{\text{opt}}$ ; otherwise,

• **0** if 
$$O_{\text{found}} \leq \left\lfloor \frac{C}{4} \right\rfloor$$
, and  $\frac{O_{\text{found}} - \lfloor C/4 \rfloor}{O_{\text{opt}} - \lfloor C/4 \rfloor}$  otherwise.

- **Subtask 1** (0 points) Examples.
- Subtask 2 (10 points) K = 1 and all the digits are different.
- Subtask 3 (20 points) K = 1.
- Subtask 4 (30 points)  $K \le 5, C \le 30.$
- Subtask 5 (10 points)  $K \le 5, C \le 100.$
- Subtask 6 (10 points)  $K \leq 10$ .
- **Subtask 7** (20 points) No additional limitations.

# **Examples**

input	output
2 9 1010 1031	101031010
3 9 1122 2333 1111	111111111

# **Explanation**

In the first sample case, the lucky numbers inside the serial number are:  $\underline{101031010}$  with a total of 3 numbers. Another possible solution is  $\underline{10101010101}$  with 3 repetitions of the number  $\underline{1010}$ .

In the **second sample case**, the optimal solution is to repeat the number 1111, obtaining a total of 6 overlapping repetitions of 1111 in the resulting serial number.

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