CODEFORCES β
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HOME   CONTESTS   GYM   PROBLEMSET   GROUPS   RATING   API   RCC 🏆   VK CUP 🏆   HFT BATTLE 🏆   TINKOFF CHALLENGE 🏆

PROBLEMS   SUBMIT   STATUS   STANDINGS   CUSTOM TEST

A. Theatre Square

time limit per test: 1 second
memory limit per test: 256 megabytes
input: standard input
output: standard output

Theatre Square in the capital city of Berland has a rectangular shape with the size $n \times m$ meters. On the occasion of the city's anniversary, a decision was taken to pave the Square with square granite flagstones. Each flagstone is of the size $a \times a$.

What is the least number of flagstones needed to pave the Square? It's allowed to cover the surface larger than the Theatre Square, but the Square has to be covered. It's not allowed to break the flagstones. The sides of flagstones should be parallel to the sides of the Square.
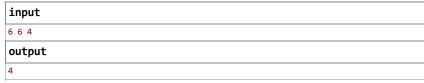
Input
The input contains three positive integer numbers in the first line: $n, \ m$ and a $(1 \le n, m, a \le 10^9)$.

Output
Write the needed number of flagstones.

Examples

input
6 6 4

output
4

Codeforces Beta Round #1

Finished
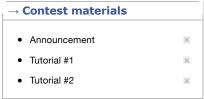
Practice

⭐

→ 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]

→ Submit?

Language: Java 1.8.0_112 ▼
Choose file: [Browse...]   No file selected.

[Submit]

→ Last submissions

Submission	Time	Verdict
26634418	Apr/24/2017 09:34	Accepted
26634183	Apr/24/2017 09:12	Wrong answer on test 6
26634133	Apr/24/2017 09:07	Wrong answer on test 6
26633942	Apr/24/2017 08:54	Runtime error on test 1

→ Problem tags

math

No tag edit access

→ Contest materials

- Announcement   ✕
- Tutorial #1   ✕
- Tutorial #2   ✕