

DWITE '09 R4 #1 - Social Media Overload

Time limit: 2.0s **Memory limit:** 64M

DWITE Online Computer Programming Contest, January 2010, Problem 1

As social media gets more popular, there are all kinds of people beginning to join online social networks. Some want to better connect with their friends, others amass a following to spam to with the links to their blog (on the topics of amassing online followings...), while yet another group has relapsed into their childhood memories of *catching them all*. At what point does "friending" turn into a game? Let's try to find out.

The input will contain 5 lines, integers $1 \leq N \leq 9000$, a number of "friends" in one's social network.

The output file will contain 5 lines, each corresponding to the corresponding result, an integer (rounded to closest whole number) number of minutes each "friend" gets dedicated to them, in a month, assuming a month means 30 days, and there are 5 hours of solid non-stop online socializing happening with this particular network.

For example: there are $30 \times 5 = 150$ hours of available time, so for those with 150 contacts, each contact gets, on average, just 1 hour (60 minutes), of personal attention per month.

Sample Input

```
150
1
9000
500
501
```

Sample Output

```
60
9000
1
18
18
```

Problem Resource: [DWITE](#)