

Problem A: Animal Appendages

Time limit: 1 second

THE Town Musicians of Bremen finally arrived in Bremen after their long journey. There, they played music in the streets and had a very successful first day. As night falls, they decide to stop and look for an inn, since taking over a robber's home would be far more difficult in a town.

Before they can choose an inn to stay at, they need to count the money they earned. They quickly realize that they earned more money than they can count with their paws, hooves, and feet. Kaja, a fellow street musician, notices their dire situation and offers them help. With their human hand Kaja shows the Town Musicians of Bremen how to count in binary from 0 up to 1023 with ten fingers.

The cat, the smartest of their group, notices that this principle can be extended even further. Instead of only extending or curling in fingers or toes, it may also be possible to curl only one of the joints or stretch them into a different direction. Having more than two distinguishable states for some fingers or toes allows them to count even higher.

The number of states fingers or toes can take varies greatly from animal to animal, and even from toe to toe. The cat and the dog both have five toes per paw, but their thumb is barely operable. The rooster has four fingers per foot, but none of them is very flexible. The donkey on the other hand has to get by with hooves only.

Given how many “active” distinguishable states their fingers or toes have, determine the maximum number they can reach counting up from zero. Here “active” states refers to states beyond the neutral state, that is the number of distinguishable gestures excluding a neutral, “do nothing” gesture.



The Town Musicians of Bremen,
made by Gerhard Marcks.
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Input

The input consists of:

- One line with ten integers a_1, \dots, a_{10} ($0 \leq a_i \leq 5$ for each i), the number of different “active” gesture states each finger or toe can represent.

If they have less than ten fingers or toes, there will still be ten numbers in the input, as the remaining numbers will be filled with zero.

Output

Output the maximum number they can count up to from zero with their fingers or toes.

Sample Input 1

1 1 1 1 1 1 1 1 1 1

Sample Output 1

1023

Sample Input 2	Sample Output 2
0 1 2 3 0 0 4 2 1 0	719
Sample Input 3	Sample Output 3
0 0 0 0 1 1 0 0 0 0	3