# 11398 The Base-1 Number System

As we know, in an n-based number system, there are n different types of digits. In this way, a 1-based number system has only 1 type of digit, the '0'. Here are the rules to interpret 1-based numbers. Each number consists of some space separated blocks of 0. A block may have 1, 2 or more 0's. There is a 'flag' variable associated with each number

- A block with a single '0' sets 'flag' variable to 1
- A block with two 0's sets the 'flag' to 0
- If there are  $n \ (n > 2)$  0's in a block, n 2 binary digits with the current value of flag is appended to your number.

Note that, the first block of every number will have at most 2 0s. For example, the 1-base number '0 0000 00 000 0 0000' is equivalent to binary '11011'.

- 1st block sets the flag to 1
- 2nd block has 4 0's. So append flag(=1) 4 2 = 2 times (11).
- 3rd block has 2 0's. Set the flag to 0
- 4th block has 3 0's. Append flag(=0) 3-2 = 1 time (110).
- 5th block has a single '0'. Set flag = 1
- 6th and block has 4 0's. Append flag(=0) 4-2=2 times (11011).

The final binary number wont have more than 30 digits. Once, youve completed the process, convert the binary value to decimal and print, youre done!

## Input

Input will have at most 100 test cases. Each case consists of a 1-based number as described above. A number may be spanned to multiple lines but a single block will always be in a single line. Termination of a case will be indicated by a single '#' char which will be space-separated from the last digit of your input number. The last case in the input is followed by a '~' character indicating, end of input.

## Output

For each test case, output a single line with the decimal equivalent value of your given 1-based number.

## Sample Input

```
0 0000 00 000 0 0000 #
0 000 #
```

## Sample Output

```
27
1
```