

Project Euler #109: Darts

This problem is a programming version of [Problem 109](#) from [projecteuler.net](#)

In the game of darts a player throws three darts at a target board which is split into twenty equal sized sections numbered one to twenty.



The score of a dart is determined by the number of the region that the dart lands in. A dart landing outside the red/green outer ring scores zero. The black and cream regions inside this ring represent single scores. However, the red/green outer ring and middle ring score double and treble scores respectively.

At the centre of the board are two concentric circles called the bull region, or bulls-eye. The outer bull is worth **25** points and the inner bull is a double, worth **50** points.

There are many variations of rules but in the most popular game the players will begin with a score **301** or **501** and the first player to reduce their running total to zero is a winner. However, it is normal to play a "doubles out" system, which means that the player must land a double (including the double bulls-eye at the centre of the board) on their final dart to win; any other dart that would reduce their running total to one or lower means the score for that set of three darts is "bust".

When a player is able to finish on their current score it is called a "checkout" and the highest checkout is **170: T20 T20 D25** (two treble 20s and double bull).

There are exactly 14 distinct ways to checkout on a score of **6**:

<i>D3</i>		
<i>D1</i>	<i>D2</i>	
<i>S2</i>	<i>D2</i>	
<i>D2</i>	<i>D1</i>	
<i>S4</i>	<i>D1</i>	
<i>S1</i>	<i>S1</i>	<i>D2</i>
<i>S1</i>	<i>T1</i>	<i>D1</i>
<i>T1</i>	<i>S1</i>	<i>D1</i>
<i>S1</i>	<i>S3</i>	<i>D1</i>
<i>S3</i>	<i>S1</i>	<i>D1</i>
<i>D1</i>	<i>D1</i>	<i>D1</i>
<i>D1</i>	<i>S2</i>	<i>D1</i>
<i>S2</i>	<i>D1</i>	<i>D1</i>
<i>S2</i>	<i>S2</i>	<i>D1</i>

Note that **D1 D2** is considered **different** to **D2 D1** as they finish on different doubles. Moreover, the combination **S1 T1 D1** is also considered **different** to **T1 S1 D1**.

In addition we shall not include misses in considering combinations; for example, **D3** is the **same** as **0 D3** and **0 0 D3**.

Now imagine you have an infinite number of darts. Now you can stop on every double you get. How many ways you have to checkout with score $\leq N$?

Input Format

A single natural number $N \leq 2^{60}$ - maximum score you need to investigate.

Output Format

The only number — the answer to the problem modulo $10^9 + 9$.

Sample Input

4

Sample Output

6

Explanation

- There are six ways:
- 1) D1: score=2
 - 2) S1 D1: score=3
 - 3) D2: score=4
 - 4) D1 D1: score=4
 - 5) S2 D1: score=4
 - 6) S1 S1 D1: score=4

