

```
1: /*
2:  * To change this license header, choose License Headers in Project Properties.
3:  * To change this template file, choose Tools | Templates
4:  * and open the template in the editor.
5:  */
6:
7:
8:
9: import java.io.BufferedReader;
10: import java.io.IOException;
11: import java.io.InputStreamReader;
12: import java.util.Arrays;
13:
14: /**
15:  *
16:  * @author tym10
17:  */
18: public class Owl {
19:
20:     /**
21:      * @param args the command line arguments
22:      * @throws java.io.IOException
23:      */
24:     public static void main(String[] args) throws IOException {
25:         // TODO code application logic here
26:         int i;
27:         long nr;
28:         char [] buffer;
29:         //char* ret = fgets(buffer, 7, stdin);
30:         BufferedReader in = new BufferedReader(new InputStreamReader(System.in));
31:         buffer = in.readLine().toCharArray();
32:         while (!(Arrays.equals(buffer, "END".toCharArray()))) {
33:             for (i = buffer.length-1; i >= 0; i--) {
34:                 if (buffer[i] != '0' && buffer[i] != '\0' && buffer[i] != '\n') {
35:                     buffer[i] = (char)(buffer[i] - (char)1);
36:
37:                     break;
38:                 }
39:             }
40:             nr = Integer.parseInt(String.valueOf(buffer));
41:             System.out.println(nr);
42:             buffer = in.readLine().toCharArray();
43:         }
44:
45:     }
46:
47: }
```