Lazar has a rich collection of pokemons, including duplicates. After arranging them in a line, he decided to challenge you. For a given interval of consecutive pokemons you have to find the number of pokemons of a certain type. You are a skilled programmer and accept the challenge.

**Input**

The first line of the file **pokemons.in** consists of an integer n – the number of pokemons. The next line comprises of n integers - $a\_{1}, a\_{2} … a\_{n}$, the types. The next line consists of an integer Q – the number of queries from Lazar. Then Q triplets ($l\_{i}, r\_{i}, k\_{i}$) – the borders of the interval and the type of a pokemon.

**Output**

On the Q lines of the file **pokemons.out** print 1 number – the count of the type from the query.

**Constraints**

$$1\leq n, Q\leq 10^{5}$$

$$0\leq a\_{i}, k\_{i}\leq 10^{6}$$

$$1\leq l\_{i}\leq r\_{i}\leq n$$

**Time limit: 0.2 sec.**

**Memory limit: 256 MBSample test**

|  |  |
| --- | --- |
| **Input (pokemons.in)** | **Output (pokemons.out)** |
| 81 3 2 1 5 4 1 341 5 13 6 23 5 17 8 4 | 2110 |