Pokémons





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

$$1 \le n, Q \le 10^5$$

$$0 \leq a_i, k_i \leq 10^6$$

$$1 \le l_i \le r_i \le n$$

Time limit: 0.2 sec.

Memory limit: 256 MB

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Sample test

Input (pokemons.in)	Output (pokemons.out)
8	2
1 3 2 1 5 4 1 3	1
4	1
1 5 1	0
3 6 2	
3 5 1	
7 8 4	