

## Introduction

Your old GPU (Graphics Processing Unit) can no longer support newer video games and you want to study several options to check which is the one that will give you those extra fps (frames per second) needed. To evaluate the GPU performance the program will test its frequency versus the minimum required frequency of several video games.

#### Input

The input will be a sequence of lines with integer numbers representing frequencies (all in MHz). The first number will be frequency of the GPU to test. The rest of the numbers will be the minimum frequencies required for a specific game title to perform properly. If the game frequency is 0, the process should stop, and not consider that value.

### Output

The output will be the number of video games that will run perfect for the selected GPU.

### Example

# Input

#### Output

2