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B. Kill 'Em All

time limit per test: 1 second

memory limit per test: 256 megabytes

input: standard input

output: standard output

Ivan plays an old action game called Heretic. He's stuck on one of the final levels of this game, so he needs some help with killing the monsters.

The main part of the level is a large corridor (so large and narrow that it can be represented as an infinite coordinate line). The corridor is divided into two parts; let's assume that the point $x = 0$ is where these parts meet.

The right part of the corridor is filled with n monsters — for each monster, its initial coordinate x_i is given (and since all monsters are in the right part, every x_i is positive).

The left part of the corridor is filled with crusher traps. If some monster enters the left part of the corridor or the origin (so, its current coordinate becomes **less than or equal to 0**), it gets instantly killed by a trap.

The main weapon Ivan uses to kill the monsters is the Phoenix Rod. It can launch a missile that explodes upon impact, obliterating every monster caught in the explosion and throwing all other monsters away from the epicenter. Formally, suppose that Ivan launches a missile so that it explodes in the point c . Then every monster is either killed by explosion or pushed away. Let some monster's current coordinate be y , then:

- if $c = y$, then the monster is killed;
- if $y < c$, then the monster is pushed r units to the left, so its current coordinate becomes $y - r$;
- if $y > c$, then the monster is pushed r units to the right, so its current coordinate becomes $y + r$.

Ivan is going to kill the monsters as follows: choose some integer point d and launch a missile into that point, then wait until it explodes and all the monsters which are pushed to the left part of the corridor are killed by crusher traps, then, if at least one monster is still alive, choose another integer point (probably the one that was already used) and launch a missile there, and so on.

What is the minimum number of missiles Ivan has to launch in order to kill all of the monsters? You may assume that every time Ivan fires the Phoenix Rod, he chooses the impact point optimally.

You have to answer q independent queries.

Input

The first line contains one integer q ($1 \leq q \leq 10^5$) — the number of queries.

The first line of each query contains two integers n and r ($1 \leq n, r \leq 10^5$) — the number of enemies and the distance that the enemies are thrown away from the epicenter of the explosion.

The second line of each query contains n integers x_i ($1 \leq x_i \leq 10^5$) — the initial positions of the monsters.

It is guaranteed that sum of all n over all queries does not exceed 10^5 .

Output

For each query print one integer — the minimum number of shots from the Phoenix Rod required to kill all monsters.

Example

input

Copy

Educational Codeforces Round 74 (Rated for Div. 2)

Finished

Practice



→ Virtual participation

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you - solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you - solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

Start virtual contest

→ Practice

You are registered for practice. You can solve problems unofficially. Results can be found in the contest status and in the bottom of standings.

→ Clone Contest to Mashup

You can clone this contest to a mashup.

Clone Contest

→ Submit?

Language: GNU G++11 5.1.0

Choose file: 未选择任何文件

Submit

→ Last submissions

Submission	Time	Verdict
62170682	Oct/09/2019 03:24	Accepted

→ Problem tags

greedy sortings [Add tag](#)

→ Contest materials

- Announcement #1 (en)



```
2
3 2
1 3 5
4 1
5 2 3 5
```

output

Copy

```
2
2
```

• Announcement #2 (ru)

Note

In the first test case, Ivan acts as follows:

- choose the point **3**, the first monster dies from a crusher trap at the point **—1**, the second monster dies from the explosion, the third monster is pushed to the point **7**;
- choose the point **7**, the third monster dies from the explosion.

In the second test case, Ivan acts as follows:

- choose the point **5**, the first and fourth monsters die from the explosion, the second monster is pushed to the point **1**, the third monster is pushed to the point **2**;
- choose the point **2**, the first monster dies from a crusher trap at the point **0**, the second monster dies from the explosion.

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