

Classes and Objects

A *class* defines a blueprint for an object. We use the same syntax to declare objects of a class as we use to declare variables of other basic types. For example:

```
Box box1;    // Declares variable box1 of type Box
Box box2;    // Declare variable box2 of type Box
```

Kristen is a contender for valedictorian of her high school. She wants to know how many students (if any) have scored higher than her in the **5** exams given during this semester.

Create a class named *Student* with the following specifications:

- An instance variable named *scores* to hold a student's **5** exam scores.
- A *void input()* function that reads **5** integers and saves them to *scores*.
- An *int calculateTotalScore()* function that returns the sum of the student's scores.

Input Format

Most of the input is handled for you by the locked code in the editor.

In the `void Student::input()` function, you must read **5** scores from stdin and save them to your *scores* instance variable.

Constraints

$$1 \leq n \leq 100$$
$$0 \leq examscore \leq 50$$

Output Format

In the `int Student::calculateTotalScore()` function, you must return the student's total grade (the sum of the values in *scores*).

The locked code in the editor will determine how many scores are larger than Kristen's and print that number to the console.

Sample Input

The first line contains *n*, the number of students in Kristen's class. The *n* subsequent lines contain each student's **5** exam grades for this semester.

```
3
30 40 45 10 10
40 40 40 10 10
50 20 30 10 10
```

Sample Output

```
1
```

Explanation

Kristen's grades are on the first line of grades. Only **1** student scored higher than her.

