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Mutated Minions

Problem Code: CHN15A

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Gru has not been in the limelight for a long time and is, therefore, planning something particularly nefarious. Frustrated by his minions' incapability which has kept him away from the limelight, he has built a transmogrifier — a machine which mutates minions.

Each minion has an intrinsic characteristic value (similar to our DNA), which is an integer. The transmogrifier adds an integer **K** to each of the minions' characteristic value.

Gru knows that if the new characteristic value of a minion is divisible by 7, then it will have Wolverine-like mutations.

Given the initial characteristic integers of **N** minions, all of which are then transmogrified, find out how many of them become Wolverine-like.

My Submissions

(/status/CHN15A,karandeep98)

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Input Format:

The first line contains one integer, **T**, which is the number of test cases. Each test case is then described in two lines.

The first line contains two integers **N** and **K**, as described in the statement.

The next line contains **N** integers, which denote the initial characteristic values for the minions.

Output Format:

For each testcase, output one integer in a new line, which is the number of Wolverine-like minions after the transmogrification.

Constraints:

- $1 \leq T \leq 100$
- $1 \leq N \leq 100$
- $1 \leq K \leq 100$
- All initial characteristic values lie between 1 and 10^5 , both inclusive.

Example

Input:

```
1
5 10
2 4 1 35 1
```

Output:

```
1
```

Explanation:

After transmogrification, the characteristic values become {12,14,11,45,11}, out of which only 14 is divisible by 7. So only the second minion becomes Wolverine-like.