Problem 5: Where is the Marble?

(Easy)

(Adapted from UVa 10474)

Raju and Meena love to play with Marbles. They have got a lot of marbles with numbers written on them. In the beginning, Raju would place the marbles one after another in ascending order of the numbers written on them. Then Meena would ask Raju to find the first marble with a certain number. She would give Raju 3 seconds to do it, counting 1...2...3. Raju gets one point for a correct answer, and Meena gets the point if Raju fails to do so within the time limit. After some fixed number of trials the game ends and the player with more points wins.

Today it's your chance to play as Raju. Being the smart kid, you'd be taking the favour of a computer. But don't underestimate Meena, she had written a program to keep track of how much time you're taking to give all the answers. Of course, using a computer means that you can do things faster, so now Meena will count *even faster*. You have to write a program, which will help you in your role as Raju.

Input Format

There can be multiple test cases.

The first line of each test case consists contains 2 integers: N, the number of marbles, and Q, the number of queries Meena would make. The next N lines would contain the numbers written on the N marbles. **These marble numbers will not come in any particular order**. Following that, there will be Q lines, representing the Q queries Meena is asking.

Input is terminated by a `0 0` (see sample input).

Constraints

- The total number of test cases is at most 100.
- $1 \leq N, Q \leq 1000$
- None of the numbers on the marbles is greater than 10^4 and none of them is negative
- None of the queries is greater than 10^4 and none of them is negative

The time limit for this problem is 1 second.

Output Format

For each test case output the serial number of the case.

For each of the queries, print **one** line of output. The format of this line will depend upon whether or not the query number is written upon any of the marbles. The two different formats are described below:

- `X is found at P` if the first marble with the number `X` is found at position `P` **after arranging** the marbles. Positions are numbered $1, 2, \ldots, N$.
- `X not found` if the marble with the number `X` is not present.

Look at the sample output for details.

Sample Input

```
4 1
2
3
5
1
5
5 2
1
3
3
3
1
2
3
0 0
```

Sample Output

```
CASE# 1:
5 found at 4
CASE# 2:
2 not found
3 found at 3
```