

Mario and Bullet

Mario's bullet moves at  $X$  pixels per frame. He wishes to shoot a goomba standing  $Y$  pixels away from him. The goomba does not move.

Find the **minimum** time (in seconds) after which Mario should shoot the bullet, such that it hits the goomba after **at least**  $Z$  seconds from now.

Input Format

- The first line of input will contain an integer  $T$ , the number of test cases. Then the test cases follow.
- Each test case consists of a single line of input, containing three space-separated integers  $X, Y$ , and  $Z$ .

Output Format

For each test case, output in a single line the **minimum** time (in seconds) after which Mario should shoot the bullet, such that it hits the goomba after **at least**  $Z$  seconds from now.

Constraints

- $1 \leq T \leq 100$
- $1 \leq X, Y, Z \leq 100$
- $X$  divides  $Y$

Sample 1:

Input		
Output		
3		
3 3 5		
2 4 1	4	0
3 12 8	4	4

Explanation:

**Test case 1:** The speed of the bullet is 3 pixels per frame and the goomba is 3 pixels away from Mario. Thus, it would take 1 second for the bullet to reach the goomba. Mario wants the bullet to reach goomba after at least 5 seconds. So, he should fire the bullet after 4 seconds.

**Test case 2:** The speed of the bullet is 2 pixels per frame and the goomba is 4 pixels away from Mario. Thus, it would take 2 seconds for the bullet to reach the goomba. Mario wants the bullet to reach the goomba after at least 1 second. So, he should fire the bullet after 0 seconds. Note that, this is the minimum time after which he can shoot a bullet.

**Test case 3:** The speed of the bullet is 3 pixels per frame and the goomba is 12 pixels away from Mario. Thus, it would take 4 seconds for the bullet to reach the goomba. Mario wants the bullet to reach goomba after at least 8 seconds. So, he should fire the bullet after 4 seconds.