Problem Description

Welcome to the magical world of Mario's adventure where Mario is standing on platform 0 and needs to reach platform A+1.

But oh no, there's a wide river that's A units wide blocking his way. Mario can't walk on water, but he's got an amazing ability - he can jump up to B units at a time, either forward or backward.

On the river, there are various-sized wooden platforms floating, just like in Mario's games. In total, there are M platforms, and their sizes are stored in an integer array C.

Mario can move these platforms around, but:

- He can't change their order.
- He can't let them overlap.
- He should first move the platforms and then start his journey.

Help Mario cross the river and reach platform A+1.

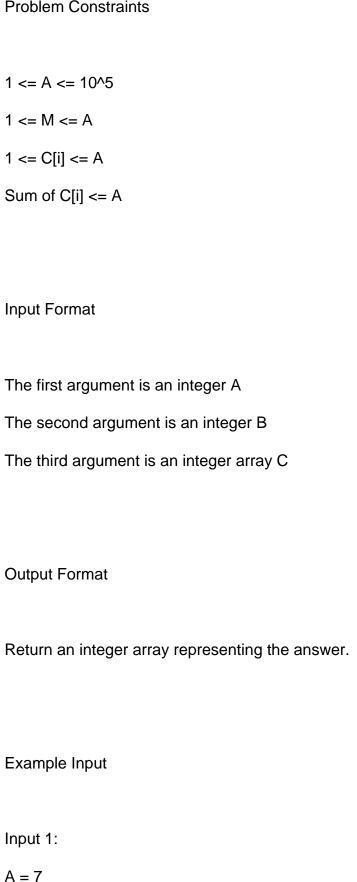
If it is impossible to reach A+1, your answer will be a vector containing -1.

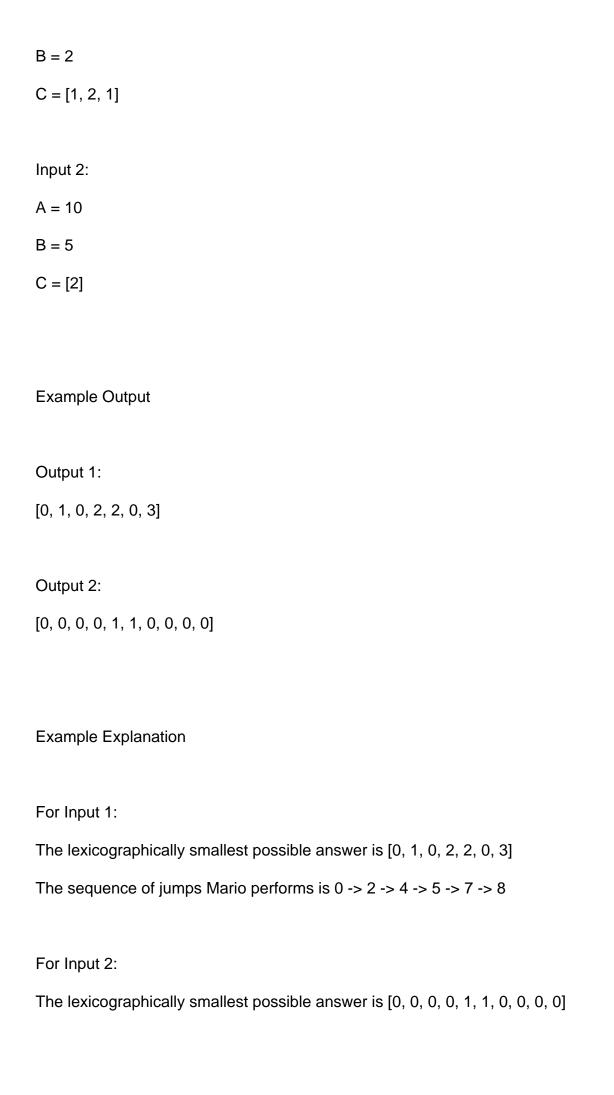
Otherwise, if a solution exists, return a vector of size A representing the sequence of river cells:

- If cell i does not belong to any platform, the i-th element of the answer vector should be 0.
- Otherwise, it should be equal to the index of the platform to which the cell i belongs.

If there are multiple solutions, return the lexicographically smallest one.

Problem Constraints





The sequence of jumps Mario performs is 0 -> 5 -> 6 -> 11