Two Twiddling Thumbs

You and your friend Yoeri are participating in a programming contest!
Since you get to bring a pc for each participant this time, you've thought that perhaps it would be faster if you split the problem set into two and do half each. But here's the problem: some problems are harder and thus require more time than others! If you give all the best problems to Yoeri, you'll be done early and have nothing better to do than to twiddle your thumbs while he has all the fun, and that's not fair. Luckily this isn't your first rodeo, and you can expertly assess the difficulty of each problem before even trying to solve them. The contest lasts for 24 hours (86400 seconds), which should be more than enough to solve all of them if you split the problem set well enough.

Input

The first line will contain an integer 0 <= N <= 86400, the amount of problems. The next N lines will consist of integers 1 <= D_i <= 86400, the difficulty of the ith problem, meaning that it requires D_i seconds to solve.

Output

Print out the indices of the problems Yoeri should solve in any order (you'll solve the rest, of course). If there are multiple optimal answers, output any one of them.
If it's impossible to split the problem set equally, instead print "commence the thumb-twiddling", without the quotation marks.

Sample inputs	Sample outputs
3 5 5 10	3
5 4 5 3 2 2	1 4 5
5 2 2 3 4 9	commence the thumb-twiddling