A. Dima and Friends

time limit per test: 2 seconds
memory limit per test: 256 megabytes
input: standard input
output: standard output

Dima and his friends have been playing hide and seek at Dima's place all night. As a result, Dima's place got messy. In the morning they decided that they need to clean the place.

To decide who exactly would clean the apartment, the friends want to play a counting-out game. First, all the guys stand in a circle, and then each of them shows some number of fingers on one hand (one to five), and then the boys count in a circle, starting from Dima, the number of people, respective to the total number of fingers shown. The person on who the countdown stops will clean the apartment.

For example, if Dima and one of his friends played hide and seek, and 7 fingers were shown during the counting-out, then Dima would clean the place. If there were 2 or say, 8 fingers shown, then his friend would clean the place.

Dima knows how many fingers each of his friends will show during the counting-out. Now he is interested in the number of ways to show some number of fingers on one hand (one to five), so that he did not have to clean the place. Help Dima.

Input

The first line contains integer n ($1 \le n \le 100$) — the number of Dima's friends. Dima himself isn't considered to be his own friend. The second line contains n positive integers, not exceeding 5, representing, how many fingers the Dima's friends will show.

The numbers in the lines are separated by a single space.

Output

In a single line print the answer to the problem.

Examples

```
input
1
1
output
3
```

```
input
1
2
output
2
```

```
input
2
3 5
output
3
```

Note

In the first sample Dima can show 1, 3 or 5 fingers. If Dima shows 3 fingers, then the counting-out will go like that: Dima, his friend, Dima, his friend.

In the second sample Dima can show 2 or 4 fingers.

Codeforces Round #167 (Div. 2)
Finished

→ **Virtual participation**

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ACM-ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you - solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you - solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

Start virtual contest

→ **Problem tags**

implementation   math

No tag edit access

→ **Contest materials**

- Announcement   ✕
- Tutorial   ✕