

## Police Investigation 6 (police6)

Fearsome William is still trying to hide from the police, who have stepped up the game. In a very long ( $L$  meters) street, the police officers have set up  $N$  checkpoints, to first see and then stop the criminal.

With the help of binoculars, the officers at each checkpoint are able to see up to  $M$  meters away in both directions. Formally, this means that a checkpoint located at  $D[i]$  meters from the beginning of the street can see people from  $D[i] - M$  meters (included) to  $D[i] + M$  meters (included), measured from the beginning of the street.

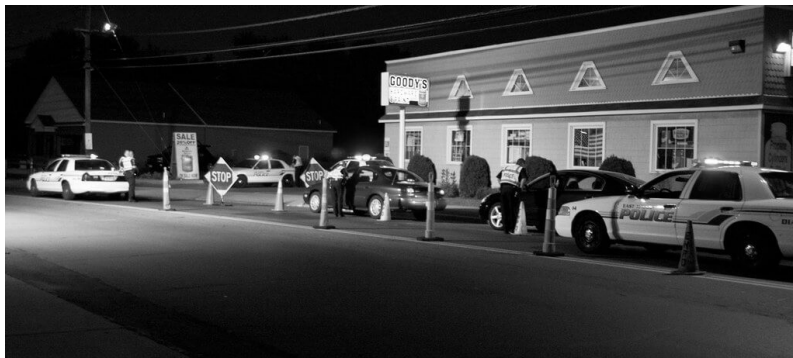



Figure 1: Officers standing ready at a checkpoint.

William is no longer by car and has no other choice to walk a little bit and spend the night hiding somewhere along the street with all the checkpoints, at any point from 0 to  $L$  (both included). He wants to minimize the number of checkpoints from which he can be seen: in one of the possibly many optimal positions, how many checkpoints will he be visible from?

 Among the attachments of this task you may find a template file `police6.*` with a sample incomplete implementation.

### Input

The first line contains three integers  $N$ ,  $M$ , and  $L$ . The second line contains  $N$  integers  $D_i$ .

### Output

You need to write a single line with an integer: the minimum number of checkpoints from which William will be visible.

### Constraints

- $1 \leq N \leq 100\,000$ .
- $1 \leq M \leq 10^{18}$ .
- $1 \leq L \leq 10^{18}$ .
- Checkpoints are all at different positions and are listed in order:  $D[i] < D[j]$  for all  $1 \leq i < j \leq N-1$
- $0 \leq D_i \leq L$  for each  $i = 0 \dots N-1$ .

# Scoring

Your program will be tested against several test cases grouped in subtasks. In order to obtain the score of a subtask, your program needs to correctly solve all of its test cases.

- Subtask 1 (0 points)

Examples.
- Subtask 2 (11 points)

$N = 1$ .
- Subtask 3 (16 points)

Checkpoints are evenly spaced: the distance between two consecutive ones, as well as the distance between 0 and the first one, and the last one and  $L$ , is constant.
- Subtask 4 (22 points)

$L \leq 1000$ .
- Subtask 5 (13 points)

$N \leq 1000$ .
- Subtask 6 (38 points)

No additional limitations.

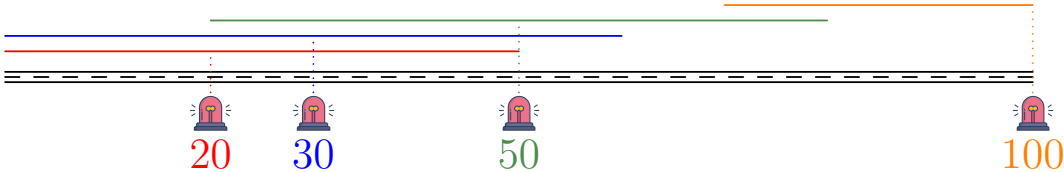
# Examples

input	output
4 30 100 20 30 50 100	1
2 100 100 0 100	2

# Explanation

In the **first sample case**:

- positions from 0 to 19 (both included) are visible from 2 checkpoints;
- positions from 20 to 50 (both included) are visible from 3 checkpoints;
- positions from 51 to 60 (both included) are visible from 2 checkpoints;
- positions from 61 to 69 (both included) are visible from 1 checkpoint;
- positions from 70 to 80 (both included) are visible from 2 checkpoints;
- positions from 81 to 100 (both included) are visible from 1 checkpoint.



An optimal strategy for William is therefore to hide somewhere between 61 and 69 or between 81 and 100 and to be visible from 1 checkpoint.

In the **second sample case**, William has no choice but to be visible from both checkpoints.