//: Playground - noun: a place where people can play

import UIKit

public func solution(\_ X : Int, \_ A : inout [Int]) -> Int {

var a = [Int:Bool]()

for i in A {

if i <= X {

a[i] = true

}

if a.count == X {

return A.index(of: i)!

}

}

return -1

}

var A = [1,3,1,4,2,3,5,4]

solution(5, &A)