Where is the Marble

Raju and Meena love to play with Marbles. They have got a lot of marbles with numbers written on them. At the beginning, Raju would place the marbles one after another in ascending order of the numbers written on them. Then Meena would ask Raju to find the first marble with a certain number. She would count 1...2...31...2...3. Raju gets one point for correct answer, and Meena gets the point if Raju fails. After some fixed number of trials the game ends and the player with maximum points wins. Today it's your chance to play as Raju. Being the smart kid, you'd be taking the favor of a computer. But don't underestimate Meena, she had written a program to keep track how much time you're taking to give all the answers. So now you have to write a program, which will help you in your role as Raju.

Input Format

There can be multiple test cases. Total no of test cases is less than 6565. Each test case consists begins with 22 integers: NN the number of marbles and QQ the number of queries Mina would make. The next NN lines would contain the numbers written on the NN marbles. These marble numbers will not come in any particular order. Following QQ lines will have QQ queries. Be assured, none of the input numbers are greater than 1000010000 and none of them are negative.

Output Format

For each test case output the serial number of the case. For each of the queries, print one line of output. The format of this line will depend upon whether or not the query number is written upon any of the marbles. The two different formats are described below:

- 'xx foundfound atat yy', if the first marble with number xx was found at position yy. Positions are numbered 1,2,...,N1,2,...,N .

- 'xx notnot foundfound', if the marble with number xx is not present. Look at the output for sample input for details.

Sample test

inputcopy
4 1 2 3 5 1 5 5 2 1 3 3 3 1 2 3 0 0

outputcopy
CASE# 1: 5 found at 4 CASE# 2: 2 not found 3 found at 3