Classes and Objects

Problem Statement

A class provides the blueprints for objects. In short, an object is created from a class. We declare objects of a class with exactly the same sort of declaration that we declare variables of basic types.

Example:

```
Box box1;      // Declare box1 of type Box
Box box2;      // Declare box2 of type Box
```

Krish is a student and recently, he got his exam scores. He is eager to know how many students in his class scored more than him.

Create a class $Student$ for him with the following specifications.

Class : Student

Method1: void Input(); // to read the scores in 5 subjects.

Method2: int CalculateTotalScore(); // to calculate and return the total score of a student.

Input Format

First line of input contains a single integer N denoting total number of students in the class.

Each of next N lines contains 5 space separated integers in each line denoting the scores of the student in the 5 subjects.

Constraints
$1 <= N <= 100$
$0 <= examscore <= 50$

Note: The second line of input denotes the test score of Krish. The other students' grades follow after his.

Output Format

In a single line, print how many students in Krish's class have a total exam score that is greater than his.

Sample Input

```
3
30 40 45 10 10
40 40 40 10 10
50 20 30 10 10
```

Sample Output

```
1
```

Explanation

Only the second student has a score greater than Krish's.