

Your system should accept a `timestamp` parameter (**in seconds** granularity), and you may assume that calls are being made to the system in chronological order (i.e., `timestamp` is monotonically increasing). Several hits may arrive roughly at the same time.

- `int getHits(int timestamp)` Returns the number of hits in the past 5 minutes from `timestamp` (i.e., the past 300 seconds).

Follow up: What if the number of hits per second could be huge? Does your design scale?

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Output

```
[null,null,null,null,3,null,4,3]
```