The Java *instanceof* operator is used to test if the object or instance is an instanceof the specified type.

In this problem we have given you three classes in the editor, *Student*, *Rockstar* and *Hacker*. In the main function we populated an *ArrayList* with instances of these classes. *count* method counts how many instance of each type are present in the ArrayList. Some lines of the code are missing, and you have to fix it by modifying only  lines!

To restore the original code in the editor, click on the top left icon in the editor and create a new buffer.

*Sample Input*

5

Student

Student

Rockstar

Student

Hacker

**Sample Output**

3 1 1

import java.util.\*;

class Student{}

class Rockstar{ }

class Hacker{}

public class InstanceOFTutorial

{

static String count(ArrayList mylist)

{

int a=0,b=0,c=0;

for(int i=0;i<mylist.size();i++)

{

Object element=mylist.get(i);

if(~~Fill this line~~)

a++;

if(~~Fill this line~~)

b++;

if(~~Fill this line~~)

c++;

}

String ret= Integer.toString(a)+" "+ Integer.toString(b)+" "+ Integer.toString(c);

return ret;

}

public static void main(String []argh)

{

ArrayList mylist=new ArrayList();

Scanner sc=new Scanner(System.in);

int t=sc.nextInt();

for(int i=0;i<t;i++)

{

String s=sc.next();

if(s.equals("Student"))mylist.add(new Student());

if(s.equals("Rockstar"))mylist.add(new Rockstar());

if(s.equals("Hacker"))mylist.add(new Hacker());

}

System.out.println(count(mylist));

}

}