```c
#include <stdio.h>

typedef struct Tree{
    int numMangoes;
    int roll;
}Tree;

void processStudent(Tree *trees, int n, int roll){
    int max = -1, idx = -1;
    for(int i = 0; i < n; i++){
        if(trees[i].roll < 0){
            if(trees[i].numMangoes > max){
                max = trees[i].numMangoes;
                idx = i;
            }
        }
    }
    if(idx < 0)
        printf("Something wrong!! Maybe no trees left\n");
    trees[idx].roll = roll;
}

int main(){
    int n, treeNum, numMangoes;
    scanf("%d\n", &n);
    Tree trees[n];
    for(int i = 0; i < n; i++){
        scanf("%d %d", &treeNum, &numMangoes);
        trees[treeNum - 1].numMangoes = numMangoes;
        trees[treeNum - 1].roll = -1;
    }
    int q, roll;
    scanf("%d", &q);
    for(int i = 0; i < q; i++){
        scanf("%d", &roll);
        processStudent(trees, n, roll);
    }
    for(int i = 0; i < n; i++){
        if(trees[i].roll < 0)
            printf("TREE %d IS NOT OCCUPIED\n", i+1);
        else
            printf("STUDENT AT TREE %d IS %d\n", i+1, trees[i].roll);
    }
    return 0;
}
```