

Problem B

Halloween Doodle

timelimit: 10 seconds

Sathvik is a big fan of the Magic Cat Academy series, a selection of browser games released every four years as part of the Halloween Google Doodle. In the game, you play as a cat with a magic wand. Enemies are coming from all directions to attack you and each enemy has a string of shapes above their head; to eliminate an enemy, you must empty their string. Every time you draw a shape with your magic wand, one occurrence of that shape will be removed from the beginning of every enemy's string if it is the first element of that string. Being analytically inclined, Sathvik wants to analyze some possible games. Given the moves he's planning to make, he wants to know how many enemies he will successfully eliminate. Can you help him figure it out?

The Problem: Given a list of the enemies' strings and a string representing the moves Sathvik is planning to make, determine how many enemies will be eliminated.

Input

The first line of input will be a string of length between 1 and 106 lowercase letters, representing the moves Sathvik is planning to make. The second line of input will consist of an integer, n ($1 \leq n \leq 10^5$), representing the number of enemies. The next n lines of input will each consist of a string of lowercase letters representing an enemy. The total length of all enemy strings is guaranteed not to exceed 10^6 .

Output

Output a single integer representing the number of enemies Sathvik will eliminate after making all his planned moves.

Sample Input 1

```
hweolrldo
2
hello
world
```

Sample Output 1

```
2
```

Sample Input 2

```
aabcde
3
aaec
abdc
da
```

Sample Output 2

```
0
```

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