An arcade game player wants to climb to the top of the leaderboard and track their ranking. The game uses Dense Ranking, so its leaderboard works like this:

- The player with the highest score is ranked number 1 on the leaderboard.
- Players who have equal scores receive the same ranking number, and the next player(s) receive the immediately following ranking number.


## Example

ranked $=[100,90,90,80]$
player $=[70,80,105]$
The ranked players will have ranks $1,2,2$, and 3 , respectively. If the player's scores are 70,80 and 105 , their rankings after each game are $4^{t h}, 3^{r d}$ and $1^{\text {st }}$. Return $[4,3,1]$.

## Function Description

Complete the climbingLeaderboard function in the editor below.
climbingLeaderboard has the following parameter(s):

- int ranked[n]: the leaderboard scores
- int player[m]: the player's scores


## Returns

- int[m]: the player's rank after each new score


## Input Format

The first line contains an integer $n$, the number of players on the leaderboard.
The next line contains $n$ space-separated integers ranked $[i]$, the leaderboard scores in decreasing order. The next line contains an integer, $m$, the number games the player plays.
The last line contains $m$ space-separated integers player $[j]$, the game scores.

## Constraints

- $1 \leq n \leq 2 \times 10^{5}$
- $1 \leq m \leq 2 \times 10^{5}$
- $0 \leq \operatorname{ranked}[i] \leq 10^{9}$ for $0 \leq i<n$
- $0 \leq \operatorname{player}[j] \leq 10^{9}$ for $0 \leq j<m$
- The existing leaderboard, ranked, is in descending order.
- The player's scores, player, are in ascending order.


## Subtask

For $60 \%$ of the maximum score:

- $1 \leq n \leq 200$
- $1 \leq m \leq 200$


## Sample Input 0

```
7
100 100 50 40 40 20 10
4
5 25 50 120
```


## Sample Output 0

$\square$

## Explanation 0

Alice starts playing with 7 players already on the leaderboard, which looks like this:

| Rank | Name | Score |
| :---: | :---: | :---: |
| 1 | Emma | 100 |
| 1 | David | 100 |
| 2 | Caroline | 50 |
| 3 | Ritika | 40 |
| 3 | Tom | 40 |
| 4 | Heraldo | 20 |
| 5 | Riley | 10 |

After Alice finishes game 0 , her score is 5 and her ranking is 6 :

| Rank | Name | Score |
| :---: | :---: | :---: |
| 1 | Emma | 100 |
| 1 | David | 100 |
| 2 | Caroline | 50 |
| 3 | Ritika | 40 |
| 3 | Tom | 40 |
| 4 | Heraldo | 20 |
| 5 | Riley | 10 |
| $\mathbf{6}$ | Alice | $\mathbf{5}$ |

After Alice finishes game 1, her score is 25 and her ranking is 4 :

| Rank | Name | Score |
| :---: | :---: | :---: |
| 1 | Emma | 100 |
| 1 | David | 100 |
| 2 | Caroline | 50 |
| 3 | Ritika | 40 |
| 3 | Tom | 40 |
| 4 | Alice | 25 |
| 5 | Heraldo | 20 |
| 6 | Riley | 10 |

After Alice finishes game 2, her score is 50 and her ranking is tied with Caroline at 2:

| Rank | Name | Score |
| :---: | :---: | :---: |
| 1 | Emma | 100 |
| 1 | David | 100 |
| 2 | Caroline | 50 |
| 2 | Alice | 50 |
| 3 | Ritika | 40 |
| 3 | Tom | 40 |
| 4 | Heraldo | 20 |
| 5 | Riley | 10 |

After Alice finishes game 3, her score is 120 and her ranking is 1 :

| Rank | Name | Score |
| :---: | :---: | :---: |
| $\mathbf{1}$ | Alice | $\mathbf{1 2 0}$ |
| 2 | Emma | 100 |
| 2 | David | 100 |
| 3 | Caroline | 50 |
| 4 | Ritika | 40 |
| 4 | Tom | 40 |
| 5 | Heraldo | 20 |
| 6 | Riley | 10 |

## Sample Input 1

```
6
100 90 90 80 75 60
5
    50 65 77 90 102
```


## Sample Output 1

