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The Virtual Learning Environment for Computer Programming

Percentile

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For a list of *n* numbers in increasing order $x_0, x_1, \ldots, x_{n-1}$ and a natural number *i* between 0 and 100, both of them included, we define the *ith percentile* as the (unique) number x_j such that $\frac{j}{n} < \frac{i}{100} < \frac{j+1}{n}$. Such *j* will not exists when i = 0, i = 100, or when $\frac{k}{n} = \frac{i}{100}$ for any k > 0; in these cases, the corresponding percentile is x_0, x_{n-1} , or $(x_{k-1} + x_k)/2$.

Input

The input consists of four lines. In the first one the number $n \le 1000$ is given, and in the following one the *n* integer numbers $x_0, x_1, \ldots, x_{n-1}$, in increasing order and separated by spaces. In the third line there is the number $q \le 101$ of questions. The fourth line contains *q* numbers between 0 and 100, both of them included, that correspond to the *q* percentiles that your program must compute.

Your program must solve 10 inputs as the described ones in a time of 1 second.

Output

Sample input 1 Sample output 1 10 0 0 1 2 3 4 5 6 7 8 9 9 8 1 0 100 13 20 25 40 75 80 1.5 2 3.5 7 7.5 Sample input 2 Sample output 2 -4 20 -4 -3 -3 -3 -1 0 0 0 0 0 0 0 0 1 2 3 4 5 6-37.5 8 -3 0 5 10 15 20 25 30 78 -3 -2 -0.5 0 3 Sample input 3 Sample output 3 1 13 13 13 13 5 0 25 50 75 100 13 13

For each one of the *q* questions, your program must print in a line the corresponding percentile.

Problem information

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