

international collegiate programming contest INDONESIA NATIONAL CONTEST INC 2019



Problem A Three Points for a Win

Three points for a win is a common point system used in competitions such as football (soccer) leagues or group tournaments. In this system, a team is awarded 3 points if they win a match, 1 point for a draw, and 0 points if they lose. Finally, the team with the most points wins the league.

Supposed BINUS' football team joins a league and has played N matches. At the i^{th} match, BINUS' team scores A_i vs B_i against their opponent. If $A_i > B_i$, then BINUS' team wins the i^{th} match; if $A_i < B_i$, then BINUS' team loses the match; otherwise, if $A_i = B_i$, then it's a draw. Given the score of each match, your task is to determine the total points accumulated by BINUS' team.

For example, let N = 4 where $A_{1..4} = \{3, 0, 2, 4\}$ and $B_{1..4} = \{1, 1, 2, 3\}$.

- At the first match, BINUS' team wins by 3 vs 1.
- At the second match, BINUS' team loses by 0 vs 1.
- The third match is a draw (both have the same score of 2).
- At the fourth match, BINUS' team wins by 4 vs 3.

Therefore, the total points accumulated by BINUS' team in this example is: 3 + 0 + 1 + 3 = 7.

Input

Input begins with a line containing an integer: $N (1 \le N \le 100)$ representing the number of matches. The next line contains N integers: $A_i (0 \le A_i \le 10)$ representing the score of BINUS' team. The next line contains N integers: $B_i (0 \le B_i \le 10)$ representing the score of BINUS' opponent team.

Output

Output in a line an integer representing the total points accumulated by BINUS' team.

Sample Input #1

4 3 0 2 4 1 1 2 3

Sample Output #1

7

Explanation for the sample input/output #1

This is the example from the problem description.





Sample Input #2

2	
3 3	
4 3	

Sample Output #2

1

Explanation for the sample input/output #2

BINUS loses the first match and has a draw on the second match, thus, the total point is 0 + 1 = 1.

Sample Input #3

6 5 5 5 5 5 5 5 1 6 5 3 7 0

Sample Output #3

10