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The Virtual Learning Environment for Computer Programming

Collatz pseudo-sequences (1)

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Let us define sequences similar to those of Collatz with two parameters x and y. Given a number n, the algorithm to get the next number is:

- if *n* is even, we move to n/2 + x;
- otherwise, we move to 3n + y.

The standard Collatz sequence corresponds to x = 0 and y = 1.

Given x, y and a starting number n, compute the length of the cycle reached by applying the above algorithm. For example, if x = 1, y = 5 and n = 8, then the defined sequence is 8, 5, 20, 11, 38, 20, 11, 38, \dots so the cycle has length 3.

Since numbers can become very large, and we have no mathematical guarantee that we will reach a cycle, we will stop if at some point the sequence reaches a number greater than 10^6 .

Input

Input consists of several cases, each with three natural numbers x, y and n. Assume that both x and y do not exceed 1000, that y is odd (for the sequence to have some interest), and that the initial n is not larger than 10^6 .

Output

For every case, print the length of the cycle, or the first number that strictly exceeds 10⁶.

Sampl	le input	
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1	5	8					
0	5	0					
10	1	1	3				
7	3	6					
1	99	9	10	0	00	00	
43	3	80	5	2	15	476	;
0	1	33	33	3	3		

Sample output

Problem information

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