Problem G: Goodness

Today, we find ourselves in an age of turmoil. The world seems to be always changing as we deal with many difficult social, political, and environmental problems. There is a lot of disagreement, and it gets bigger in our connected world where different beliefs clash more often and more openly. In these rough times, the need for **"Good Person"** to help guide us is greater than ever.

The problem is, you don't know who the "Good People" are. In fact, it is not just one person but a group, and only those within the group know who its members are. The only clue you can get is by asking around. However, asking a direct question like, "Are you a Good Person?" is considered rude. You can only ask, "Who is **not** a Good Person?".

There are **N** people, identified by **Mr. 1, Mr. 2, …**, **Mr. *N***, who are divided into two groups: **GP (Good People)** and **NSG (Not So Good)**. You ask each person to identify someone they believe is in the **NSG** group. The answers you receive are governed by strict rules:

- A member of the **GP** group will always provide a correct answer pointing to a real **NSG** member
- A member of the **NSG** group, they will provide a random answer since they do not know the correct answer (but they cannot point to themselves)

Based on the answers you get, your task is to compute the **maximum possible number** of people who could be in the GP group.

Input:

The first line of input is an integer ***T***, representing the number of test cases. Each test case consists of a single line containing ***N+1*** numbers. The first number is ***N***, the number of people, followed by ***N*** integers, where the *i*-th integer represents the person that **Mr. *i*** pointed to as a possible NSG member.

Output:

For each test case, print a single line with the maximum possible number of people in the GP group.

Sample Input	Sample Output
3 3 2 1 1 3 2 3 1 7 3 3 4 5 6 4 4	2 1 4

Explanation:

- Test Case #1: The maximum number of GPs is two. One possibility is **Mr. 2** and **Mr. 3**
  - **Mr. 1** (NSG) points randomly to Mr. 2
  - **Mr. 2** (GP) points to **Mr. 1** (NSG)
  - **Mr. 3** (GP) points to **Mr. 1** (NSG)
- Test Case #3: The maximum number of GPs is four. One possibility is **Mr. 1**, **Mr. 2**, **Mr. 5**, and **Mr. 7**

Constraints:

- 1 <= ***T*** <= 20
- 1 <= ***N*** <= 500,000