

Problem A. Attractive Subsequence

Source file name: `attractive.c`, `attractive.cpp`, `attractive.java`
 Input: `standard`
 Output: `standard`
 Author('s): Hugo Humberto Morales Peña - UTP Colombia

You receive a sequence S of non-negative integer numbers. Your task is to calculate the total number of **Attractive Subsequences**. An **Attractive Subsequence** is a subsequence of consecutive elements in S such that the sum of its elements is equal to some given value K . For example, consider the sequence $S = \langle 0, 0, 25, 0, 0, 25 \rangle$ and the value $K = 25$, there are 12 Attractive Subsequences, these are represented with ordered pairs (ind_1, ind_2) , where ind_1 is the position of the first element and ind_2 is the position of the last element in the original sequence S . In this representation the Attractive Subsequences are: $(1, 3)$, $(1, 4)$, $(1, 5)$, $(2, 3)$, $(2, 4)$, $(2, 5)$, $(3, 3)$, $(3, 4)$, $(3, 5)$, $(4, 6)$, $(5, 6)$ y $(6, 6)$.

Input

The first line in the input contains one integer number T ($1 \leq T \leq 20$), the number of test cases in the input. Each test case contains three lines, the first line contains two positive integer numbers N ($1 \leq N \leq 10^5$) and Q ($1 \leq Q \leq 10^3$), the number of elements in the sequence S and the number of queries respectively. The next line contains exactly N space-separated non-negative integer numbers $S_1, S_2, S_3, \dots, S_N$ ($0 \leq S_i \leq 10^3$, for $1 \leq i \leq N$), that is the sequence S . The next line contains exactly Q space-separated positive integer numbers $K_1, K_2, K_3, \dots, K_Q$ ($1 \leq K_j \leq 10^7$, for $1 \leq j \leq N$), the queries of the attractive subsequences.

Output

For each case you must print Q space-separated integer numbers in a single line, one per query, with the number of the attractive subsequences.

Example

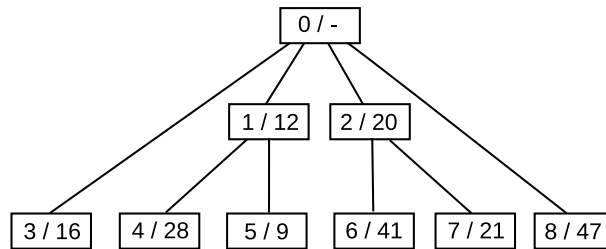
Input	Output
2	12 3
6 2	4 2 2
0 0 25 0 0 25	
25 50	
7 3	
1 6 5 2 3 4 7	
7 5 11	

Use fast I/O methods

Problem B. Beautiful Tree

Source file name: beautiful.c, beautiful.cpp, beautiful.java
 Input: standard
 Output: standard
 Author(s): Gerson Lázaro - UFPS Colombia

A beautiful tree is an n -ary tree whose intern nodes (not leaves) have at least two children. Each node of a beautiful tree has two values: a numeric index and a stored value. If the tree has A intern nodes and B leaf nodes, then the intern nodes will have the indexes from 0 to $A - 1$ and the leaves will have the indexes from A to $A + B - 1$. The root of the tree will always have the index 0 and will be the only node without a stored value.



The above picture is an example of a beautiful tree. The node 0 is the root, the nodes 1 and 2 are the intern nodes and the nodes from 3 to 8 are the leaves.

In the beautiful trees, the most important nodes are the leaves. In them we can calculate the individual, absolute and relative weight. The **individual weight** of a leaf is simply its stored value. The **absolute weight** of a leaf is the sum of the stored value of each node in its branch. For example, the absolute weight of the leaf with index 3 is 16, while the absolute weight of the leaf with index 6 is 61.

The **relative weight** of a leaf is a little bit more complicated to calculate. The idea behind this weight is to assign each intern node to one and only one of its leaf nodes. For this, we check how many children does the root has, and for each children we draw a complete branch that passes through it and reaches a leaf. After that, each intern children will have one or more children unmarked. Then we draw new branches from each one of them to a leaf, without including its parent node, because the parent node belongs to another branch already. This process keeps repeating itself until all the leaves are marked. In the previous picture, suppose that each intern node will be added to its leftmost child. In that case we will have the following relative weights:

- Leaf with index 3 has a relative weight of 16.
- Leaf with index 4 has a relative weight of 40, its own individual weight plus its parent weight.
- Leaf with index 5 has a relative weight of 9. It does not take the individual weight of its parent because it was already assigned to leaf 4.
- Leaf with index 6 has a relative weight of 61. It takes the individual weight of its parent.
- Leaf with index 7 has a relative weight of 21. It does not take the individual weight of its parent because it was already assigned to leaf 6.
- Leaf with index 8 has a relative weight of 47.

Based on the relative weight we can measure the **relative importance** of a leaf too. The leaf with the greatest relative weight will have an importance of 1, the next leaf with greater relative weight will have an importance of 2, and so on, until reaching the leaf with the smallest relative weight. According to the previous relative weights, the leaf 6 would have an importance of 1, the leaf 8 an importance of 2, ... the

leaf 5 an importance of 9. If two or more nodes have the same relative weight, then they have the same relative importance. For example, if there are 3 nodes tied with the greatest relative weight, then the three of them have a relative importance of 1, and the next will have a relative importance of 4.

The relative importance seems simple to calculate, but we have to consider that the relative weight depends on the way that every intern node is assigned to a leaf. Imagine that the individual weight of node 1 is assigned to leaf 5 instead of leaf 4. Now, the node 5 would have a relative weight of 21, and node 4 a relative weight of 28. This simple change would modify the relative importance of multiple nodes.

There are many ways to assign the intern nodes in order to calculate the relative weight and many of these ways will vary the relative importance of each leaf. Given the description of a beautiful tree, can you indicate what is the best relative importance that every leaf can reach?

Input

First line of input contains an integer T , the number of test cases. Each case begins with an integer N , the number of nodes in the beautiful tree ($3 \leq N \leq 10^6$). Following, there are $N - 1$ lines, one line per node (except the root). The first line represent the node 1, the second represents the node 2, and so on, until reach the node $N - 1$. Each line i has two integers: A_i ($0 \leq A_i < i$), the index of the parent node, and B_i the stored value.

It is guaranteed that the tree meets the conditions to be called a beautiful tree.

Output

Print a single line for every leaf of the tree, containing two integers separated by a blank-space: Their index, and the less relative importance that the leaf can reach. Print the output with the indexes in increasing order.

Example

Input	Output
1	3 5
9	4 3
0 12	5 4
0 20	6 1
0 16	7 2
1 28	8 1
1 9	
2 41	
2 21	
0 47	

Use fast I/O methods

Problem C. Circumscribed Recursion

Source file name: recursion.c, recursion.cpp, recursion.java
 Input: standard
 Output: standard
 Author(s): Gerson Lázaro - UFPS Colombia

An inscribed circle in a polygon is the largest possible circle that can be drawn on the inside of a plane figure and it is tangent to each side of the polygon. A circumscribed circle to a polygon passes through all vertices of a plane figure and contains the entire figure in its interior.

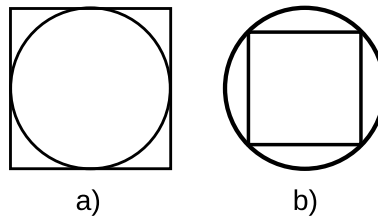


Figure 1: a) Inscribed circle in a square. b) Circumscribed circle to a square

A circumscribed recursion consists of a series of inscriptions and circumscriptions starting from a given initial circle. This circle can be inscribed in a square, and that square can have a circumscribed circle, and that circumscribed circle can be inscribed in another square... and so on.

The order of the recursion is given by the number of drawn figures. A recursion of order 1 is only the initial circle. A recursion of order 2 is the circle and the square in which the circle is inscribed. A recursion of order 5 will have 5 figures, alternating circles and squares as appropriate.

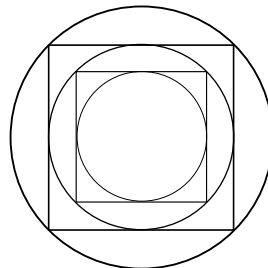


Figure 2: Circumscribed recursion of order 5. Contains 5 figures, 3 circles and 2 squares.

Given the radius of the center circle, can you calculate the area of the external figure? It can be a square or a circle.

Input

Input begins with a number T , the number of test cases ($1 \leq T \leq 9200$). Next, there are T lines, one for each test case. Each one of those lines contains 2 integer numbers R and K ($1 \leq R \leq 100$, $1 \leq K \leq 92$), the radius of the initial circle (the most internal of the final figure) and the order of the circumscribed recursion.

Output

For each test case print a line with the area of the most external figure of the circumscribed recursion. If the most external figure is a square, print the area as an integer (round if necessary). If the most external figure is a circle, print the area in function of π in the following way: " $A\pi$ " replacing A with the integer value that makes the answer valid (round if necessary). For example, the answer of the second test case is $2\pi = 6.283185\dots$, print only " 2π ".

Example

Input	Output
2	36
3 2	2PI
1 3	

Problem D. Being a cheater

Source file name: `cheater.c`, `cheater.cpp`, `cheater.java`
Input: `standard`
Output: `standard`
Author(s): Javier Ojeda - Universidad Mayor de San Simon - Bolivia

Smash Royale is a card game created by Huperceld. *Smash Royale* has C cards where every card can only be defeated by a counter card. A player in *Smash Royale* chooses a deck, consisting of 4 of the C cards of the game. *Smash Royale* is played in two-player matches (each player with 4 cards). In a single match of *Smash Royale* the player who has the deck with more counter cards will win. For example if the player's deck consist in only 1 card, and if a card A has the card B as a counter card, the player that has the card A will loose against the player that has the B card. If the two players have the same number of counter cards against the opponent deck, then the game is considered a tie. At the beginning of a match the players reveal their 4 cards and the judges will decide the winner or declare the game a tie, according to the counter card rule.

You are a pro-player of *Smash Royale* and you will be attending a tournament where each contestant will face all the other participants. The winner of the tournament will be the player with more victories, in case of a tie in victories with other participants, they will all be co-champions. All players protect their decks and no one reveals them before the game, but your friends Withzy and Alvaro managed to spy on the decks of all the players in the tournament and gave you a list containing all this information, so you're looking for the best deck in such a way it will ensure you becoming a champion or at least a co-champion.

Given a list of players with their respective decks, and the counter cards list of the game, find a deck whose advantage against the others is the maximum possible, if no one deck will ensure the victory, find a deck that at least will ensure a tie, so you can become a co-champion.

Input

The first line contains two integers P ($1 \leq P \leq 10000$) the number of players in the game and C ($4 \leq C \leq 10000$) the number of cards of the game. Each of the next C lines begins with an integer R ($0 \leq R \leq C - 1$) followed by R integers separated by spaces $Q_1, Q_2, Q_3, \dots, Q_{R-1}, Q_R$ the ids of the counter cards for the card C_i , $C_i \neq Q_j$. It is guaranteed that there are no cycles of any length between counter cards, this means that if C has B as a counter card, and B has A as a counter card, then C can't be a counter card of A . The next P lines have four numbers separated by spaces $1 \leq D_1 < D_2 < D_3 < D_4 \leq C$ the cards of player P_i .

Output

Print the deck that you will use in the tournament in ascending order. If there are many solutions print the least in lexicographical order.

Example

Input	Output
2 10 2 3 2 1 4 1 7 1 8 1 1 1 1 1 8 0 1 2 1 4 1 2 5 7 1 2 3 4	2 4 7 8
1 10 2 3 2 1 4 1 7 1 8 1 1 1 1 1 8 0 1 2 1 4 5 6 9 10	1 2 3 4

Problem E. Elseif statement does not exist

Source file name: **elseif.c, elseif.cpp, elseif.java**
 Input: **standard**
 Output: **standard**
 Author('s): **Milton Jesús Vera - UFPS Colombia**

A group of students learned computer programming in the Microsoft VisualBasic programming language. Therefore, they believe that there are three flow control statements: if, else and elseif. The teacher has explained many times that the elseif statement does not exist, it is simply an if statement after an else statement using curly brackets, a block "elseif ... ". But the students still do not believe that to their teacher. In order to explain, the teacher wants his "elseif" students to help him convert ugly source code to pretty source code. Examples:

Case	Ugly Source Code	Pretty Source Code	Notes
-1	if(a > b) doSomething1(); else doSomething1();	doSomething1();	The if/else block is redundant. It is silly code valley! Do nothing.
0	if(a > b) doSomething1(); else doSomething2();	if(a > b) doSomething1(); else doSomething2();	It is not ugly source code. Do nothing.
1	if(a > b) doSomething1(); else ;	if(a > b) doSomething1();	Ignore and delete else statement.
2	if(a > b) ; else doSomething2();	if(a <= b) doSomething2();	Negate the condition and invert the code of if/else to reduce to case 1.
3	if(q == r){ if(s != t) doSomething1(); else doSomething2(); } else doSomething2();	if(q == r && s != t) doSomething1(); else doSomething2();	Put together with && (and) both conditions to reduce to only one block if/else.
4	if(i >= j) doSomething1(); else{ if(k <= l) doSomething1(); else doSomething2(); }	if(i >= j k <= l) doSomething1(); else doSomething2();	Put together with (or) both conditions to reduce to only one block if/else.
5	if(u >= v) ; else{ if(w == x) ; else{ if(y != z) ; else doSomething2(); } }	if(u < v && w != x && y == z) doSomething2();	Apply recursively case 2 and case 3 to reduce to case 1

For the ugly source code the following is always true:

- It is always syntactically correct.
- The condition of the "if" is a simple relational expression with two operands and one operator (>, <, ==, !=, >=, <=).
- The operands are variables named with one lowercase letter (a,b,c,d...x,y,z).

- The only executable statements are the nothing statement ";", "doSomething1();" and "doSomething2();"
 - The nothing statement ";" is always in the same line of an "if" or "else" statement.
 - The statement "doSomething1();" is always only in the same line of an "if" statement.
 - The statement "doSomething2();" is always only in the same line of an "else" statement.
- The statements ";", "doSomething1();" and "doSomething2();" do not use curly brackets "{", "}".
- Any "if" statement always has an "else" statement.
- The maximum levels of nested blocks "else {if ...}" is four and the indentation is a blank space.
- The elseif statement does not exist, it is simply an if statement after an else statement using curly brackets, a block "else {if ...}".
- You can always apply any of the cases 0, 1, 2, 3, 4 and 5.

Input

Input contains multiple test cases. Each test case begins with a number n that indicates the number of lines of source code, then n lines of source code follows. The last test case is denoted by $n = 0$.

In all the cases the following rules are fulfilled:

- The condition of the if always carries a blank space before and after the operator.
- If the if does not have curly braces, there will always be a space after closing parentheses. If it does have curly braces, the opening curly brace goes right after closing parenthesis, without space.
- If the else has no curly braces, there will always be a space just after the word "else". If you have curly braces, no space is left.
- The indentation of a space will be used for each curly brace. That is, all the code between the most external curly braces, will start with a space on the left. If within these curly braces there are more curly braces, the code inside them will have two spaces to the left, and so on.

Output

For each test case print a number x , the number of lines of the pretty source code. Then print x lines containing the pretty source code. You should use the same format of spaces explained in the input.

Example

Input	Output
<pre> 2 if(a > b) doSomething1(); else doSomething2(); 2 if(a > b)doSomething1(); else ; 2 if(a > b) ; else doSomething2(); 5 if(q == r){ if(s != t) doSomething1(); else doSomething2(); } else doSomething2(); 5 if(i >= j) doSomething1(); else{ if(k <= 1) doSomething1(); else doSomething2(); } 8 if(u >= v) ; else{ if(w == x) ; else{ if(y != z) ; else doSomething2(); } } 0 </pre>	<pre> 2 if(a > b) doSomething1(); else doSomething2(); 1 if(a > b) doSomething1(); 1 if(a <= b) doSomething2(); 2 if(q == r && s != t) doSomething1(); else doSomething2(); 2 if(i >= j k <= 1) doSomething1(); else doSomething2(); 1 if(u < v && w != x && y == z) doSomething2(); </pre>

Use fast I/O methods

Problem F. Free Robot

Source file name: `robot.c`, `robot.cpp`, `robot.java`
Input: `standard`
Output: `standard`
Author('s): Gerson Lázaro - UFPS Colombia

In the Robotics Programming Contest (RPC), the free robot has been the sensation: it moves in autonomous manner. The robot is placed in the upper left corner of a grid of dimensions $(N + 1) * (N + 1)$ and it moves N steps, being each step a move to any of its adjacent squares (horizontal, vertical or diagonal) without ever leaving the grid. The robot never goes through the same square twice. Knowing how many steps the robot will take, can you calculate how many different paths can the robot travel? The robot is always going to start in the same corner and two paths are considered different if at least one of their steps is different.

Input

The first line of the input contains a number T ($1 \leq T \leq 14$), the number of test cases. Each test case has a single line with an integer N ($1 \leq N \leq 14$), the number of steps that the robot will take.

Output

For every test case, print a line containing the number of different routes that the robot can travel in N steps.

Example

Input	Output
2	3
1	15
2	

Problem H. Harry and the golden egg

Source file name: `harry.c`, `harry.cpp`, `harry.java`
 Input: `standard`
 Output: `standard`
 Author('s): Angie Melissa Delgado - UFPS Colombia

Harry is in very big trouble. The second task of the Triwizard Tournament is getting closer and he has not been able to decipher the message of the golden egg yet. Could you help him?

Input

Input begins with a number n , the number of test cases. Each case has multiple lines and contains the enigma that Harry has to decipher in order to complete the second task of the Tournament. Each enigma is formed by a set of w ($1 \leq w \leq 500$) words containing lowercase and uppercase letters (only the first letter of a word can be uppercase) and the symbols single quote (`'`), point (`.`), comma (`,`) and semicolon (`;`). A single quote could be anywhere in the word, but a point, comma and semicolon will be always at the end of the words. Each word has at most 100 characters. A line with an `*` will mark the end of each test case.

Output

For each text case print the enigma deciphered. Leave an empty line between consecutive test cases.

Example

Input	Output
<pre>1 Emoc kees su erehw ruo seciov dnuos, Ew tonnac gnis evoba eht dnuorg, Dna elihw uoy'er gnihcraes rednop siht; Ew'ev nekat tahw uoy'll yleros ssim, Na ruoh gnol uoy'll evah ot kool, Dna ot revocer tahw ew koot, Tub tsap na ruoh, eht tcepsorp's kcalb, Oot etal, ti's enog, ti now't emoc kcab. *</pre>	<pre>Come seek us where our voices sound, We cannot sing above the ground, And while you're searching ponder this; We've taken what you'll sorely miss, An hour long you'll have to look, And to recover what we took, But past an hour, the prospect's black, Too late, it's gone, it won't come back.</pre>

Problem I. Universal Language I

Source file name: `universal.c`, `universal.cpp`, `universal.java`
Input: `standard`
Output: `standard`
Author('s): Hugo Humberto Morales Peña - UTP Colombia

In the holiday season at the beginning of the year, Professor *Humbertov Moralov* is preparing some subjects for his course of *Automata Theory and Formal Languages*. He has given special attention to a procedure that enumerates all the words in the universal language (Σ^*) generated from an alphabet Σ :

Let $\Sigma = \{a, b\}$ be one sample alphabet, and let $k \in \mathbb{N}$ be the length of the words. For each k , there is a finite number of words over Σ with length k .

The words are lexicographically sorted. For convenience the empty string λ is enumerated as 0, then the words of length 1 are enumerated. In general the strings with length $k + 1$ are enumerated after the ones with length k . Thus:

$\lambda \dots 0$
 $a \dots 1$
 $b \dots 2$
 $aa \dots 3$
 $ab \dots 4$
 $ba \dots 5$
 $bb \dots 6$
 $aaa \dots 7$
 \vdots
and so on.

Now the Professor Humbertov Moralov needs your help to determine the position of a word in the enumeration given by the procedure explained before over a group of strings written in an alphabet Σ .

Input

Input begins with an integer t ($1 \leq t \leq 10^3$), the number of test cases. The first line of the test case contains an integer m ($1 \leq m \leq 26$), the size of the alphabet Σ . The second line contains exactly m space-separated different symbols $\sigma_1, \sigma_2, \sigma_3, \dots, \sigma_m$ ($\sigma_i \in \{a, b, c, d, \dots, z\}$, σ_i is any lowercase letter of the English alphabet). The alphabet Σ is sorted lexicographically. The test case continues with a line containing a number n ($1 \leq n \leq 10^3$), indicating the amount of words. Finally each of the following n lines contain a string w ($w \in \Sigma^*$, $1 \leq |w| \leq 10$, The size of the string is at most ten).

Output

For each test case, you should print n single lines, each one containing one positive integer p ($1 \leq p \leq 10^{15}$), denoting the position in the enumeration procedure for the word w on the alphabet Σ .

Example

Input	Output
2	1
1	2
d	3
4	4
d	112
dd	313
ddd	104
dddd	35
4	281
a m o r	193
6	
amor	
roma	
amar	
aro	
rama	
mora	

Use fast I/O methods

Problem J. Valyrio muño engos ñuhys issa

Source file name: valyrio.c, valyrio.cpp, valyrio.java
 Input: standard
 Output: standard
 Author(s): Angie Melissa Delgado - UFPS Colombia

Valyrian is my mother tongue. David Peterson is a language creator and a recognized member of the Language Creation Society - LCS. As part of his work he has created many artificial languages for TV and Movies, including Dothraki and High Valyrian.

This year the LCS is looking for the most *beautiful* artificial language, based in a set of very complex rules. In order to minimize the judges work, the LCS defined two conditions that any artificial language must fulfill:

- The alphabet of the language only has vowels and consonants.
- All words are formed by letters. Letters can be a vowel or a consonant that belongs to the alphabet.
- A word is qualified as *beautiful* if any consonant in the word is immediately followed by a vowel.
- An artificial language must have at least k beautiful words of length l to be nominated as the *most beautiful language of the year*.

David wants to know if any of his beloved creations fulfill the above conditions and could be nominated for the awards. Could you help him?

Input

Input begins with a number n , the number of test cases. Each case consists of one line with four integers c , v , l and k ($1 \leq c \leq 50, 1 \leq v \leq 50, 1 \leq l \leq 500, 1 \leq k \leq 10^9$), the number of consonants, the number of vowels, the length and the number of valid words that the artificial language must have.

Output

For each test case, print a single line containing the number of different valid words of length l modulo $10^9 + 7$, followed by the word *Accepted* if the language fulfill the conditions or *Rejected* otherwise.

Example

Input	Output
3	5 Accepted
1 1 4 4	6 Rejected
1 2 2 10	21 Accepted
4 3 2 20	

Problem K. Shuffle Cards

Source file name: cards.c, cards.cpp, cards.java
 Input: standard
 Output: standard
 Author('s): Gerson Lázaro - UFPS Cúcuta

The famous Magician Madler has shuffled his deck over and over, organizing it for his next trick. But it has suffered a shameful error: Some cards have been left face up, and others face down in the deck. The spectators are attentive, so he must solve the problem with style.

Madler places her deck of N cards on the table. Then takes the M cards from the top of the deck and makes an "inversion", that is, turning the entire set and then placing them again on the remaining cards (He turns all the set of M cards, not one by one. In this way, the last of the M cards taken now will be at the top, while the one that was on the top will now be the last. In addition to change the order of the M cards, the turn will also modify their direction, those cards that were face up are now face down and vice versa).

Madler will keep repeating the same process with different values of M . In each occasion, M can be any value between 1 (only inverts the card that is in the top of the deck) and N (turn the entire deck). Madler will stop when all the deck is facing down.

Obviously, Madler doesn't want to bore his spectators, and he will try to make the less possible number of inversions. Given the initial state of the deck, What is the less number of inversions that Madler has to do until all the deck is facing down?

Input

The first line of the input contains a number T ($1 \leq T \leq 1000$), the number of test cases.

Each case is represented with a line that contains a string S , the description of the deck. Each character of S represents a card, and the size of the deck is given by the size of S ($1 \leq |S| \leq 10000$). Each character of S can be 'a' if the card is facing up or 'b' if the card is facing down. The deck can be read from left to right so, the character in S_0 represents the top of the deck, S_1 the card that is under the top... S_{N-1} the last card of the deck that is just over the table.

Output

For each test case print a line with the less number of inversions that Madler has to do until all the deck is facing down.

Example

Input	Output
5	1
ab	2
ba	3
aaba	0
bbbb	1
aaaaa	

Problem L. Lázaro System

Source file name: `lazaro.c`, `lazaro.cpp`, `lazaro.java`
 Input: `standard`
 Output: `standard`
 Author('s): Gerson Lázaro - UFPS Colombia

A fractal is a geometric object whose structure appears to be irregular, but in reality it is repeated at different scales. The Lázaro System is a formal mechanism to denote fractals using a simple mathematical notation: Basic functions that indicate the actions to build the fractal and a general recursive function to define the object being created. The recursive function is a sequence of functions (basic or recursive) separated by commas that are evaluated one after the other. At the end, a set of restrictions are defined. For example:

Basic functions

- $a()$ = draw a stroke of length 1 in the current direction.
- $b()$ = Turn 60° counterclockwise.
- $c()$ = Turn 60° clockwise.

General recursive function

$$f(x) = \begin{cases} a() & \text{if } (x = 0) \\ f(x-1), b(), f(x-1), c(), c(), f(x-1), b(), f(x-1) & \text{if } (x > 0) \end{cases}$$

Restrictions

At the beginning the figure is in 0° (horizontal position) from origin.

With the previous example we can build figures like the following:



The previous figure is a Koch snowflake, one of the best-known fractals. Although different fractals can be drawn under the Lazaro system, we will focus on this one. Given the function $f(n)$ can you draw the corresponding Koch snowflake?

Input

Input has multiple test cases. Each case consist of a line with an integer n ($0 \leq n \leq 7$).

Output

For each test case print the Kock snowflake corresponding to $f(n)$. Use `_`, `/` and `\` to draw the figure. Each time that an instruction $a()$ appears at 0° or 180° , use `_`. Each time that an instruction $a()$ appears at 60° or 240° , use `/`. Each time that an instruction $a()$ appears at 120° or 300° , use `\`. Fill every step that is not a part of the Koch snowflake with `'.'`.

The drawing can be considered as a grid of characters. Print a grid of sufficient size so that the curve is printed in full, but without printing any row or column containing only `'.'`. Print a blank line between each pair of test cases. Look at the example cases for clarity.

Example

Input	Output
0	-
1	
2	_/_
3	
_/_.....
\./.....
	//. \./_/_
_/_.....
\./.....
_/_/. \./_/_.....
\./.....
/_..... \./.....
\./.....
_/_...../_..... \./....._/_.....
\./.....\./...../_.....\./.....
	//. \./_/_/. \./_/_/. \./_/_

Problem M. Natural Sort

Source file name: **naturalsort.c, naturalsort.cpp, naturalsort.java**
Input: **standard**
Output: **standard**
Author('s): **Gerson Lázaro - UFPS Colombia**

Natural Sort is a sorting algorithm by groups; that is, instead of ordering a set of values from least to greatest, it creates several ordered subsets. It is called "Natural Sort" because of its particularity that each subset created contains all natural numbers from 1 to an arbitrary k . For example, if we apply Natural Sort on [1, 5, 1, 1, 3, 2, 1, 3, 2, 3, 4, 2, 2] we will have as results 4 ordered subsets [1, 2, 3, 4, 5], [1, 2, 3], [1, 2, 3], [1, 2]. Of course, you cannot apply Natural Sort on any set of numbers. For example it would be impossible to apply it on [1, 2, 1, 3].

Professor Milton has challenged his students to implement Natural Sort as follows:

- The algorithm will be based on **growing multiple extraction stacks (GMES)**. **Growing** because it will be sorted in ascending order from base to top: the top of the stack will always be the highest number, and the base, the lowest. **Multiple extraction** because several elements can be extracted at the same time in a single operation. For example, a stack of 10 elements can extract the top 5, which will be returned in a new multiple extraction pile. You can even extract the whole stack.
- When starting, it is considered that each element of the set is a GMES with a single element.
- Two different GMES can be mixed ONLY if they are adjacent.
- If two adjacent GMES are mixed, the GMES with the smallest top element is removed, and its elements will become part of the other GMES.
- When mixing two GMES, it must continue growing. If we mix a GMES A with the elements [1, 5, 6] and another B with the element [4], we must first extract a sub-pile [5,6] from A , then extract the sub-pile [4] of B , insert [4] in GMES A , and then insert the sub-pile [5, 6] again in A , leaving $A = [1, 4, 5, 6]$. The GMES B has been left empty, it can be removed. In total, two extractions have been made ([5, 6] from GMES A and [4] from GMES B).
- After mixing, a GMES can not be separated again permanently.
- The extractions of the GMES are a very heavy procedure for the computer. Therefore, the algorithm must make the least number of extractions possible.

All the students have done the algorithm, but only Constantino managed to fulfill the last item and doing it optimally by minimizing the number of extractions of the GMES. Given the original set of numbers, can you calculate how many extractions in the GMES were performed by Constantino's algorithm?

Note that the algorithm minimizes the number of extractions made, not the numbers extracted. That is, extracting a subpile of 15 elements, or extracting a subpile of 1 single element are considered operations that are equally heavy for the computer, and each one counts as an extraction.

Input

Input begins with an integer T ($1 \leq T \leq 40$), the number of test cases.

Each test case consists of 2 lines. The first contains an integer N ($1 \leq N \leq 500$), the number of elements on which Constantino's algorithm will be executed. The second line contains N integers M_i ($1 \leq M_i \leq N$) separated by space.

Output

For each test case, print a line containing the number of extractions performed by Constantino's algorithm. If it is not possible to execute the algorithm (there is no way to divide the set of numbers into subsets of consecutive natural numbers starting at 1), print "IMPOSSIBLE" instead.

Example

Input	Output
2	IMPOSSIBLE
4	7
1 2 1 4	
7	
1 2 3 2 4 1 3	