

Misdeed -la bonté de Dieu et l'origine du mal-

Input file: standard input
Output file: standard output
Time limit: 5 seconds
Memory limit: 1024 megabytes

This is a two-step problem.

Tairitsu and Chunipenguin join forces to overcome the Trial of Karma. The Trial of Karma is structured as follows.

1. Tairitsu receives a binary sequence S of length 196. Subsequently, Tairitsu constructs a 13×13 matrix A where each element is between 0 and 15.
2. The Trial of Karma involves selecting positive integers $1 \leq r_1 < r_2 < \dots < r_7 \leq 13$ and $1 \leq c_1 < c_2 < \dots < c_7 \leq 13$. Then create a 7×7 matrix B such that the i th row and j th column of B is A_{r_i, c_j} . Chunipenguin is given this matrix B and the values $r_1, r_2, \dots, r_7, c_1, c_2, \dots, c_7$.
3. Chunipenguin must determine S by examining B .

Let's help Tairitsu and Chunipenguin overcome the trials of karma!

Input

The first line contains an integer t that is either 0 or 1. If $t = 0$, it means you must execute Tairitsu's strategy; if $t = 1$, it means you must execute Chunipenguin's strategy.

If $t = 0$, the next line contains 196 integers, either 0 or 1, given without spaces. This represents the binary sequence S received by Tairitsu.

If $t = 1$, a total of 7 positive integers are given over two lines. The i th integer on the first line is r_i , and the i th integer on the second line is c_i .

Subsequently, over the next 7 lines, 7 integers are given per line, separated by spaces. The j th element on the i th line represents B_{ij} .

Output

If $t = 0$, the program must output a total of 13 lines, each containing 13 numbers separated by spaces, where the j th element on the i th line represents A_{ij} .

If $t = 1$, the program must output a total of 196 integers, either 0 or 1, on a single line without spaces. This must be the binary sequence S that Tairitsu initially received.

Examples

standard input	standard output
<pre>0 000...000</pre>	<pre>0 0</pre>
<pre>1 1 2 3 4 5 6 7 1 2 3 4 5 6 7 0</pre>	<pre>000...000</pre>