

## Problem 3. Find the radio operator

Input file:           standard input stream  
Output file:         standard output stream  
Time limit:          1 second  
Memory limit:       256 megabytes

Stierlitz is awaiting a new assistant — a radio operator girl about to be parachuted from a plane. But the pilots missed the spot in the pitch black night, and dropped the girl in the wrong spot. The only saving grace is that this spot is a point on a plane with integer coordinates... Stierlitz has no choice — he must find the girl. Crashing through thickets with a flashlight is not a becoming pastime for a Standartenfuhrer, but alas, he has got no one to delegate it to. One of his deputies is enjoying a vacation, another one has hit the bottle, and the third one, albeit done with his vacation — and the bottle — is good for nothing. To cope with the challenge, Stierlitz has borrowed a radio tracker from Herr Schellenberg and is driving across the field, trying to pinpoint the poor girl.

The tracker device, the latest invention of the self-taught locksmith genius Polesov, works in the following way: the car stops in a point on the plane and directs the antenna in a certain direction, measuring the strength of the signal. If Stierlitz is standing in the same spot as the radio operator, the device reads  $-1$  regardless of the direction. Otherwise, the device shows a signal level of  $P \cos \varphi / R^2$  if  $\varphi < 90$  degrees, and zero if  $\varphi \geq 90$  degrees. Here  $\varphi$  is the angle between the vector of the antenna direction and the vector pointing from Stierlitz's car towards the radio operator,  $R$  is the distance from the car to the radio operator, and  $P$  is an unknown constant depending on the radio equipment.

Stierlitz must pinpoint the location of the radio operator with less than 10 bearings; more bearings will summon Mueller's boys from the competing organization.

### Interaction Protocol

This is an interactive task, and instead of file input-output you will be working with a special program, called interactor. You will interact with this program using the standard input-output streams. To make a query, print the question mark into the standard output stream followed by four space-separated integers  $x_0, y_0, x_d, y_d$ , where  $x_0, y_0$  are the coordinates of Stierlitz's car, and  $x_d, y_d$  are the components of the antenna direction vector ( $|x_0|, |y_0|, |x_d|, |y_d| \leq 10^4$ ). The direction vector must be nonzero, i.e.  $|x_d| + |y_d| > 0$ .

In response to the standard input stream a single real number is sent: the power of the signal shown by the device. If this value equals  $-1$ , the program must be stopped immediately, since the radio operator has been found.

The coordinates of the radio operator are integers and do not exceed  $10^3$  in absolute value. The constant  $P$  is a real number between 1 and  $10^6$ .

Make sure you print the end-of-line character and flush the output stream buffer (function `flush` of the programming language) after each printed query. Otherwise the solution can get `Timeout` response.

### Example

For reading convenience, commands in the example are separated by lines with the minus symbol. Your program must **not** print any minuses.

standard input stream	standard output stream
-	? 0 0 0 1
0.035999999999999972799536	-
-	? -2 -3 -1 1
0.000000000000000000000000	-
-	? -4 -3 0 100
0.008999999999999993199884	-
-	? 3 0 3 1
0.0899999999999999827915431	-
-	? 4 0 0 1
0.1666666666666666574148081	-
-	? 4 3 1 1
-1	

### Example explanation

In the sample, the radio operator girl is located at point (4, 3) and the constant  $P$  is 1.5. Notice that interactor computes the power of the signal using double precision and prints it with many decimal points.