# HackerRank

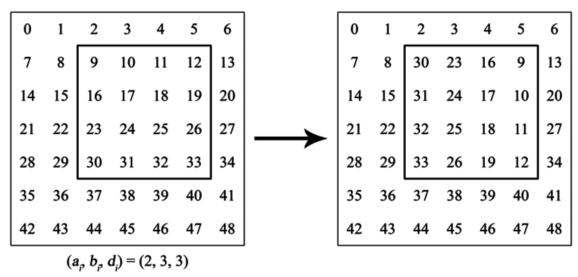
# King Richard's Knights

King Richard is leading a troop of  $N^2$  knights into battle! Being very organized, he labels his knights  $K_0, K_1, \ldots, K_{N^2-1}$  and arranges them in an  $N \times N$  square formation, demonstrated below:

ł	N columns							
	K <sub>0</sub>	K <sub>1</sub>	<i>K</i> <sub>2</sub>		<i>K</i> <sub><i>N</i>-1</sub>			
	$K_{N}$	<i>K</i> <sub><i>N</i>+1</sub>	<i>K</i> <sub><i>N</i>+2</sub>		K <sub>2N-1</sub>			
	<i>K</i> <sub>2N</sub>	<i>K</i> <sub>2<i>N</i>+1</sub>	K <sub>2N+2</sub>		<i>K</i> <sub>3N-1</sub>	N rows		
	<i>K</i> <sub><i>N</i>·(<i>N</i>-1)</sub>	K <sub>N•(N-1)+1</sub>	K <sub>N•(N-1)+2</sub>		<i>K</i> <sub><i>N</i><sup>2</sup>-1</sub>			

Before the battle begins, he wants to test how well his knights follow instructions. He issues S drill commands, where each command follows the format  $a_i b_i d_i$  and is executed like so:

• All knights in the square having the top-left corner at location  $(a_i, b_i)$  and the bottom-right corner at location  $(a_i + d_i, b_i + d_i)$  rotate 90° in the clockwise direction. Recall that some location (r, c) denotes the cell located at the intersection of row r and column c. For example:



You must follow the commands sequentially. *The square for each command is completely contained within the square for the previous command*. Assume all knights follow the commands perfectly.

After performing all S drill commands, it's time for battle! King Richard chooses knights  $K_{w_1}, K_{w_2}, \ldots, K_{w_L}$  for his first wave of attack; however, because the knights were reordered by the drill commands, he's not sure where his chosen knights are!

As his second-in-command, you must find the locations of the knights. For each knight  $K_{w_1}$  ,

 $K_{w_2}, \ldots, K_{w_L}$ , print the knight's *row* and *column* locations as two space-separated values on a new line. Input Format

This is broken down into three parts:

- 1. The first line contains a single integer,  $N_{\cdot}$
- 2. The second line contains a single integer, S.
  - Each line i of the S subsequent lines describes a command in the form of three space-separated integers corresponding to  $a_i$ ,  $b_i$ , and  $d_i$ , respectively.
- 3. The next line contains a single integer, L.
  - Each line j of the L subsequent lines describes a knight the King wants to find in the form of a single integer corresponding to  $w_j$ .

#### Constraints

- $1 \leq S \leq 2 \cdot 10^5$
- $7 \leq N \leq 3 \cdot 10^7$
- $1 \leq a_i, b_i \leq N$
- $0 \leq d_i < N$
- $a_{i-1} \leq a_i$  and  $a_i + d_i \leq a_{i-1} + d_{i-1}$
- $b_{i-1} \leq b_i$  and  $b_i + d_i \leq b_{i-1} + d_{i-1}$
- $1 \leq L \leq 2 \cdot 10^5$
- $0 \le w_j < N^2$

## Subtask

+  $7 \leq N \leq 3000$  for 25% of the maximum score.

## **Output Format**

Print L lines of output, where each line j contains two space-separated integers describing the respective row and column values where knight  $K_{w_i}$  is located.

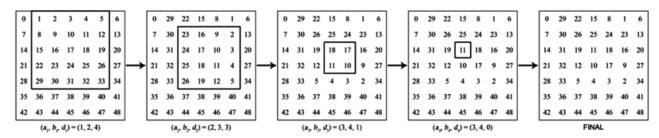
#### Sample Input

7			
4			
1 2 4			
2 3 3			
3 4 1			
3 4 0			
7			
0			
6			
9			
-			

#### Sample Output

#### **Explanation**

The following diagram demonstrates the sequence of commands:



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In the final configuration:

- Knight  $K_0$  is at location (1,1)
- Knight  $K_6$  is at location (1,7)
- Knight  $K_9$  is at location (4,6)
- Knight  $K_{11}$  is at location (3,4)
- Knight  $K_{24}$  is at location (2,5)
- Knight  $K_{25}$  is at location (2,4)
- Knight  $K_{48}$  is at location (7,7)