Puzzle and PC

Mom has to go to work and she doesn't want little Johnny to get bored. So she gives him a simple puzzle to solve. She also tells him that he can play a PC game only if he solves this problem. Johnny loves PC games and wants to solve this puzzle quickly. So he asks you for help.

You are given a square *NxN* board divided into single cells, where *N* is always a power of 2. You are also given an infinite number of L-shaped trominoes:



Note that each tromino can covers three cells.

The board has one special cell S on which you are not allowed to place any tromino. Your task is to cover the whole board with trominoes in such a way that any two trominoes don't overlap, and every cell (except cell S) is covered by some tromino.

Indexing starts from 1, and top-left cell is indexed (1, 1).

Input

In the first line, there is an integer M. $N = 2^M$ denotes the size of the board. In the second line, there are two integers, rc, denoting the row and the column of cell S.

Output

For every tromino placed, print one line containing 6 space separated numbers, denoting the coordinates (in row major form) of 3 cells covered by this block.

Constraints

- $1 \le M \le 9$
- $1 \leq r,c \leq 2^M$

Note

- You are also allowed to rotate the trominoes.
- There may be multiple solution for a case. All valid solutions will be considered correct.

Sample Input #00

1 2 2

Sample Output #00

```
1 1 1 2 2 1
```

Sample Input #01

2 1 1

Sample Output #01

Explanation #00

Sample Case #00: Since you are not allowed to cover bottom-right cell, you will cover points (1,1), (1,2) & (2,1) with a single tromino.

1 2 1 | 1 | 1 | 2 | 1 | x |

Sample Case #01: Since $N = 2^2 = 4$, board is of size 4x4 and you are not allowed cover top-left cell. You will need 5 trominoes to cover whole board, except cell (1, 1).

1. 2 3 3 2 3 3: This tromino will cover points (2, 3), (3, 2), (3, 3).

2. 1 2 2 1 2 2: This tromino will cover points (1, 2), (2, 1), (2, 2).

3. 1 3 1 4 2 4: This tromino will cover points (1, 3), (1, 4), (2, 4).

4. 3 1 4 1 4 2: This tromino will cover points (3, 1), (4, 1), (4, 2).

5. 3 4 4 3 4 4: This tromino will cover ponits (3, 4), (4, 3), (4, 4).

Note that there can be multiple configurations to this input, and all will be considered correct

Tested by Wanbo