Lazy Evaluation



Lazy evaluation is an evaluation strategy that delays the assessment of an expression until its value is needed.

Ruby 2.0 introduced a lazy enumeration feature. Lazy evaluation increases performance by avoiding needless calculations, and it has the ability to create potentially infinite data structures.

Example:

```
power_array = -> (power, array_size) do
    1.upto(Float::INFINITY).lazy.map { |x| x**power }.first(array_size)
end

puts power_array.(2 , 4)  #[1, 4, 9, 16]
puts power_array.(2 , 10)  #[1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
puts power_array.(3, 5)  #[1, 8, 27, 64, 125]
```

In this example, lazy avoids needless calculations to compute power_array.

If we remove lazy from the above code, then our code would try to compute all x ranging from 1 to Float::INFINITY.

To avoid timeouts and memory allocation exceptions, we use lazy. Now, our code will only compute up
to first(array_size).

Task

Your task is to print an array of the first N palindromic prime numbers. For example, the first 10 palindromic prime numbers are [2, 3, 5, 7, 11, 101, 131, 151, 181, 191].

Input Format

A single line of input containing the integer N.

Constraints

You are not given how big $oldsymbol{N}$ is.

Output Format

Print an array of the first N palindromic primes.

Sample Input

```
5
```

Sample Output

```
[2, 3, 5, 7, 11]
```