# **ICPC Assiut University Community**

## **Newcomers Training , Do Your Best**



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### F. Fox And Snake

time limit per test: 2 seconds memory limit per test: 256 megabytes input: standard input output: standard output

Fox Ciel starts to learn programming. The first task is drawing a fox! However, that turns out to be too hard for a beginner, so she decides to draw a snake instead.

A snake is a pattern on a n by m table. Denote c-th cell of r-th row as (r, c). The tail of the snake is located at (1, 1), then it's body extends to (1, m), then goes down 2 rows to (3, m), then goes left to (3, 1) and so on.

Your task is to draw this snake for Fox Ciel: the empty cells should be represented as dot characters ('.') and the snake cells should be filled with number signs ('#').

Consider sample tests in order to understand the snake pattern.

### Input

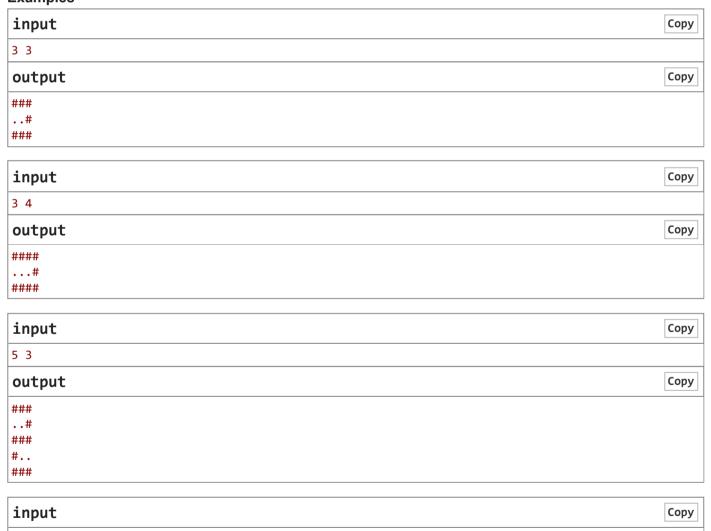
The only line contains two integers: n and m ( $3 \le n, m \le 50$ ).

*n* is an **odd** number.

### **Output**

Output *n* lines. Each line should contain a string consisting of *m* characters. Do not output spaces.

### **Examples**





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**Public** 

Participant







- Sheet #10 (General Hard)
- Sheet #9 (General medium)
- Sheet #8 (General easy)
- Sheet #7 (Recursion)
- Sheet #6 (Math Geometry)
- Sheet #5 (Functions)
- Sheet #4 (Strings)
- Contest #3.1
- Sheet #3 (Arrays)
- Contest #2
- Sheet #2 (Loops)
- Contest #1
- Sheet #1 (Data type Conditions)

# Sheet #8 (General easy) Finished Practice



This contest uses time limits scaling policy (depending on a programming language). The system automatically adjusts time limits by the following multipliers for some languages. Despite scaling (adjustment), the time limit cannot be more than 30 seconds. Read the details by the link.