

# A. Mountain Scenery

time limit per test: 2 seconds

memory limit per test: 256 megabytes

input: standard input

output: standard output

Little Bolek has found a picture with  $n$  mountain peaks painted on it. The  $n$  painted peaks are represented by a non-closed polyline, consisting of  $2n$  segments. The segments go through  $2n + 1$  points with coordinates  $(1, y_1)$ ,  $(2, y_2)$ , ...,  $(2n + 1, y_{2n+1})$ , with the  $i$ -th segment connecting the point  $(i, y_i)$  and the point  $(i + 1, y_{i+1})$ . For any even  $i$  ( $2 \leq i \leq 2n$ ) the following condition holds:  $y_{i-1} < y_i$  and  $y_i > y_{i+1}$ .

We shall call a vertex of a polyline with an even  $x$  coordinate a *mountain peak*.

The figure to the left shows the initial picture, the figure to the right shows what the picture looks like after Bolek's actions. The affected peaks are marked red,  $k$  = 2.

Bolek fancied a little mischief. He chose exactly  $k$  mountain peaks, rubbed out the segments that went through those peaks and increased each peak's height by one (that is, he increased the  $y$  coordinate of the corresponding points). Then he painted the missing segments to get a new picture of mountain peaks. Let us denote the points through which the new polyline passes on Bolek's new picture as  $(1, r_1)$ ,  $(2, r_2)$ , ...,  $(2n + 1, r_{2n+1})$ .

Given Bolek's final picture, restore the initial one.

## Input

The first line contains two space-separated integers  $n$  and  $k$  ( $1 \leq k \leq n \leq 100$ ). The next line contains  $2n + 1$  space-separated integers  $r_1, r_2, \dots, r_{2n+1}$  ( $0 \leq r_i \leq 100$ ) — the  $y$  coordinates of the polyline vertices on Bolek's picture.

It is guaranteed that we can obtain the given picture after performing the described actions on some picture of mountain peaks.

## Output

Print  $2n + 1$  integers  $y_1, y_2, \dots, y_{2n+1}$  — the  $y$  coordinates of the vertices of the polyline on the initial picture. If there are multiple answers, output any one of them.

## Examples

<b>input</b>
3 2 0 5 3 5 1 5 2
<b>output</b>
0 5 3 4 1 4 2

<b>input</b>
1 1 0 2 0
<b>output</b>
0 1 0