

## C. Misha and Forest

time limit per test: 1 second

memory limit per test: 256 megabytes

input: standard input

output: standard output

Let's define a forest as a non-directed acyclic graph (also without loops and parallel edges). One day Misha played with the forest consisting of  $n$  vertices. For each vertex  $v$  from  $0$  to  $n - 1$  he wrote down two integers,  $degree_v$  and  $s_v$ , where the first integer is the number of vertices adjacent to vertex  $v$ , and the second integer is the XOR sum of the numbers of vertices adjacent to  $v$  (if there were no adjacent vertices, he wrote down  $0$ ).

Next day Misha couldn't remember what graph he initially had. Misha has values  $degree_v$  and  $s_v$  left, though. Help him find the number of edges and the edges of the initial graph. It is guaranteed that there exists a forest that corresponds to the numbers written by Misha.

### Input

The first line contains integer  $n$  ( $1 \leq n \leq 2^{16}$ ), the number of vertices in the graph.

The  $i$ -th of the next lines contains numbers  $degree_i$  and  $s_i$  ( $0 \leq degree_i \leq n - 1$ ,  $0 \leq s_i < 2^{16}$ ), separated by a space.

### Output

In the first line print number  $m$ , the number of edges of the graph.

Next print  $m$  lines, each containing two distinct numbers,  $a$  and  $b$  ( $0 \leq a \leq n - 1$ ,  $0 \leq b \leq n - 1$ ), corresponding to edge  $(a, b)$ .

Edges can be printed in any order; vertices of the edge can also be printed in any order.

### Examples

| input                  |
|------------------------|
| 3<br>2 3<br>1 0<br>1 0 |
| output                 |
| 2<br>1 0<br>2 0        |

| input           |
|-----------------|
| 2<br>1 1<br>1 0 |
| output          |
| 1<br>0 1        |

### Note

The XOR sum of numbers is the result of bitwise adding numbers modulo 2. This operation exists in many modern programming languages. For example, in languages C++, Java and Python it is represented as " $\wedge$ ", and in Pascal — as "xor".