#include<stdio.h>

#include<stdlib.h>

int main()

{

int vertices,edges,start,end,weight,i,j;

char direction;

scanf("%d",&vertices);

if(vertices>0)

{

scanf("\n%d",&edges);

scanf("\n%c",&direction);

int \*\*graph=(int)malloc(sizeof(int\*)\*vertices);

for(i=0;i<vertices;i++)

{

\*(graph+i)=(int \*)calloc(vertices,sizeof(int\*));

}

for(i=0;i<edges;i++)

{

scanf("\n%d%d%d",&start,&end,&weight);

graph[start-1][end-1]=weight;

if(direction=='D')

graph[end-1][start-1]=weight;

}

for(i=0;i<vertices;i++)

{

for(j=0;j<vertices;j++)

{

printf("%d ",graph[i][j]);

}

printf("\n");

}

}

else

{

printf("No Graph Created");

}

return 0;

}