

# Don't Make Zero

Input file: standard input  
Output file: standard output  
Time limit: 2 seconds  
Memory limit: 1024 megabytes

This is an **interactive problem** (a problem where your program and the judge system interact via input and output).

An integer sequence is called a **non-zero sequence** if it satisfies **both** of the following conditions:

- Any two elements are distinct.
- The sum of any non-empty (not necessarily contiguous) subsequence is not equal to 0.

For example,  $(5)$ ,  $(1, -2, 3)$ , and  $(-3, 7, 5, -6)$  are non-zero sequences, while  $(0)$ ,  $(1, -3, 1)$ ,  $(2, 3, -2)$ , and  $(1, 2, 3, -4)$  are not.

You are given positive integers  $N$  and  $X$ .

Output, one by one from the beginning, the elements of a non-zero sequence  $(A_1, A_2, \dots, A_X)$  of length  $X (= 2\lfloor\sqrt{N}\rfloor - 1)$ , consisting of integers between  $-N$  and  $N$  (inclusive). However, the sign of each element is specified immediately before it is output.

You are given  $R$  test cases; interact with the judge for each of them.

## Input

- $1 \leq R \leq 10^4$
- $1 \leq N \leq 10^4$
- $X = 2\lfloor\sqrt{N}\rfloor - 1$
- The sum of  $N$  over all test cases does not exceed  $10^4$

## Interaction Protocol

First, the number of test cases  $R$  is given in the following format:

```
R
```

Then the following interaction is repeated  $R$  times.

For each test case, positive integers  $N$  and  $X$  are given in the following format:

```
N X
```

After that, for each  $i = 1, 2, \dots, X$  in this order, perform the following interaction.

First, the sign  $\text{op}_i$  of  $A_i$  is given in the following format:

$\text{op}_i$

$\text{op}_i$  is one of + or -, with the following meanings:

- If  $\text{op}_i = +$ , then  $A_i$  must be a positive integer.
- If  $\text{op}_i = -$ , then  $A_i$  must be a negative integer.

Then, output an integer  $A_i$  between  $-N$  and  $N$  (inclusive) with the specified sign, on one line (you do not need to print a sign for positive integers):

$A_i$

## Note

After each output, your program must flush standard output; Otherwise, you will receive Time Limit Exceeded.

## Sample Interaction

input	output	explanation
2		The number of test cases $R$ is given.
4 3		$N, X$ for the first test case are given.
-		Since $\text{op}_1 = -$ , $A_1$ must be a negative integer.
	-4	You output $A_1 = -4$ .
-		Since $\text{op}_2 = -$ , $A_2$ must be a negative integer.
	-1	You output $A_2 = -1$ .
+		Since $\text{op}_3 = +$ , $A_3$ must be a positive integer.
	2	You output $A_3 = 2$ . Since $(A_1, A_2, A_3) = (-4, -1, 2)$ is a non-zero sequence, this test case is considered correct.
3 1		$N, X$ for the second test case are given.
+		Since $\text{op}_1 = +$ , $A_1$ must be a positive integer.
	3	You output $A_1 = 3$ . Since $(A_1) = (3)$ is a non-zero sequence, this test case is considered correct.